BRITAIN'S BEST-SELLING SPECTRUM MAG!

SEPT 1991
No 69
£1.95 With Free Tape

YOUR SINCLAIR

SCOOP! It's sink or swim in US Gold's INDIANA JONES AND THE FATE OF ATLANTIS



SMILE, ARNIE!
YOU'RE ON YOUR SINCLAIR!

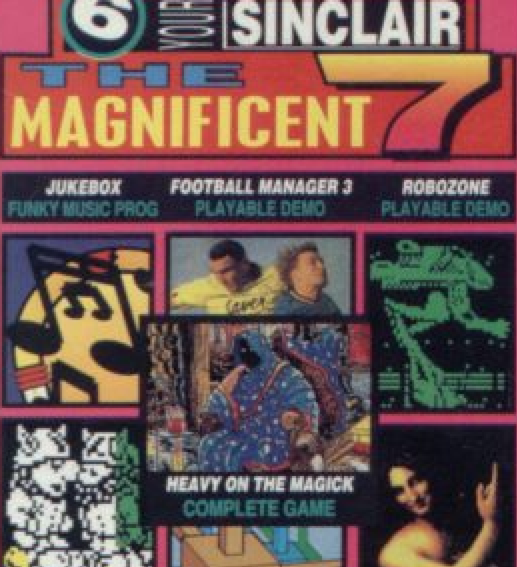
How does a movie become a game? Find out with our 4-page preview of Ocean's

TERMINATOR 2

More Games Than Any Other Spec Mag!

Pit Fighter, Prince Of Persia, Turrican 2, Spike In Transilvania, Sharkey's Moll, Manchester Utd Europe, Insector Hecti, Hobgoblin And Much, Much More!

Get A Tape!



If there's no tape here then there jolly well should be. (Some brat probably stole it five minutes ago or something.) But never mind. Just pop over there to that nice-looking man behind the counter and enquire after a replacement. He's sure to help if you ask politely (and put two pound coins in his hand).

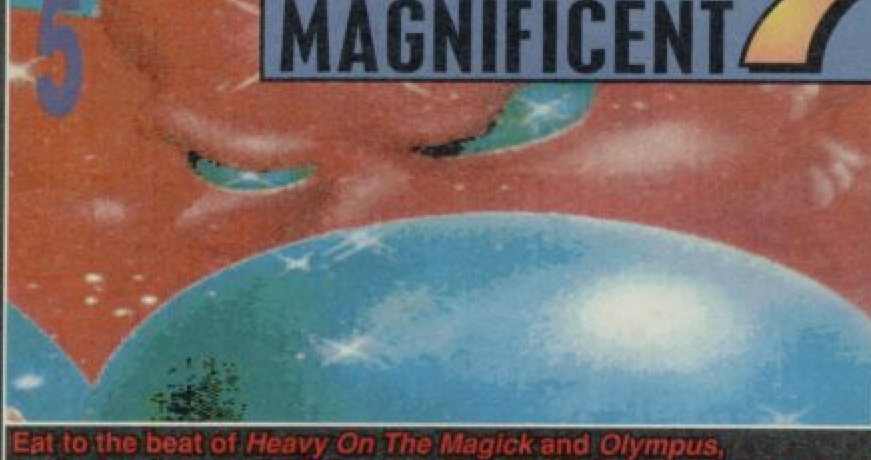
PLUS! Be a better Speccy player with ten (count 'em! Ten!) pages of Tipshop! WIN! SAM Coupé equipment worth £200! AND! Prepare yourself for Europe and 1992!

Future Publishing
Your guarantee of value
9 770269 698027 09

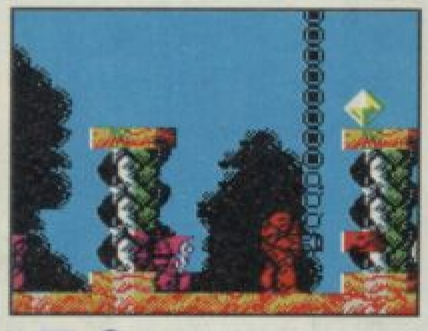
CONTENTS SEPT • 69

Plug In And Play (THE SPECCY WAY!)

5 THE MAGNIFICENT 7



Eat to the beat of *Heavy On The Magick* and *Olympus*, exclusive demos of *3D Construction Kit*, *Robozone* and *Football Manager 3*, a dotty reader prog called *Jukebox*, and Jon North's *Pokerama*! It's totally guuurt lush!



14 *Turrican 2*
Any cop? Or a load of old rot? The long-awaited sequel from Rainbow Arts finally gets its joystick juggled.



52 *Terminator 2*
Tight fit! Arnie squeezes into the Speccy – and we show how!



16 *...Jones And The ...tlantis*
...The man ...t goes ...ing! (It's all ...sive US ...review.)



60 *Spike In Transilvania*
The Codies continue to conquer!

GAMES

YOUR SINCLAIR
Editor Andy Ide ♥ **Art Editor** Andy Ounsted (plus Sal Meddings!) ♥ **Games Editor** James Leach ♥ **Staff Writer** Linda Barker ♥ **Art Assistant** Maryanne Booth ♥ **Advertising Manager** Cheryl Beasley ♥ **Production Co-ordinator** Melissa Parkinson ♥ **Publisher** Jane Richardson ♥ **Promotions Manager** Michele Harris ♥ **Group Publisher** Greg Ingham ♥ **Circulation Director** Sue Hartley ♥ *Your Sinclair*, **Future Publishing, 30 Monmouth Street, Bath BA1 2BW Tel (0225) 442244 (Reader enquiries Wednesday only) Fax (0225) 446019** ♥ **Subscriptions** Computer Posting, 120/126 Lavender Avenue, Mitcham, Surrey CR4 3HP Tel (081) 646 1031 ♥ **Distribution** MMC (tel 0483 211222) ♥ **Cover illustration** Glenn Fabry ♥ **ISSN** 0269 6983 ♥ **ABC** July-Dec 1990 60,368 ♥ ***YS*** comes to you from the same bods who publish *Commodore Format, ST Format, Amiga Format, New Computer Express, Amstrad Action, Classic CD, PC Plus, PC Answers, 8000 Plus, Sega Power, Amiga Power, Amiga Shopper, Needlecraft & Mountain Biking UK* (Busy little bees, aren't we!)
Future Publishing

YOUR SINCLAIR

THE MAGNIFICENT 7 No6

What an all-star line-up! We've got two of the very best games we've ever had, plus three exclusive demos! Walk this way...



You're stuck in a dungeon and you want to get out. (Well, who wouldn't?!) HEAVY ON THE MAGICK on page 5!



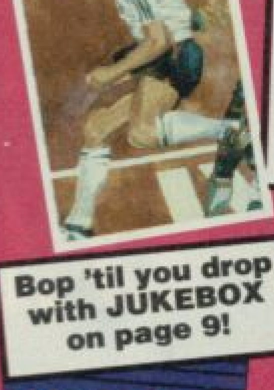
Be a Greek god in the best reader game we've ever had! OLYMPUS on page 6!



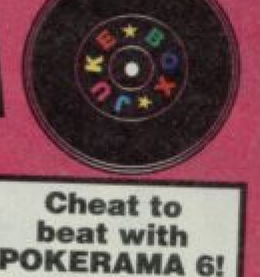
It's the official 3D CONSTRUCTION KIT game from Domark – and it's on page 10!



Shoot to kill in our Image Works ROBOZONE demo on page 8!



It's business and pleasure in our FOOTBALL MANAGER 3 demo from Addictive! On page 10!



Bop 'til you drop with JUKEBOX on page 9!



Cheat to beat with POKERAMA 6! Page 10!

HEAVY ON THE MAGICK



Gargoyle Games

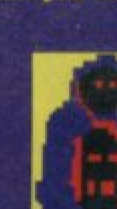
COMPLETE GAME

Blimey! We're so good to you! *Heavy On the Magick* is an abso-bloomin' stonking *YS* Megagame from July 1986, and pretty similar to all those other Gargoyle adventures we've had on the tape (like *Tir Na Nog*). You play Axil, a magician who's been thrown into lots of dungeons by the evil Therion, with only a leather pouch and spell book to help him escape. Trouble is, the book doesn't have any pages (just the contents bit) – so you've got to go off and find them all! Of course, the place is packed with rooms, baddies and objects (to pick up and keep, or use, or whatever you want).



You need to increase your skill and status levels as you go, having a jolly good natter with anyone (or anything) that comes your way. (You'll certainly want to strike up a budding friendship with a smelly little bloke called Apex, who keeps following you around and knows all the dungeon gossip.)

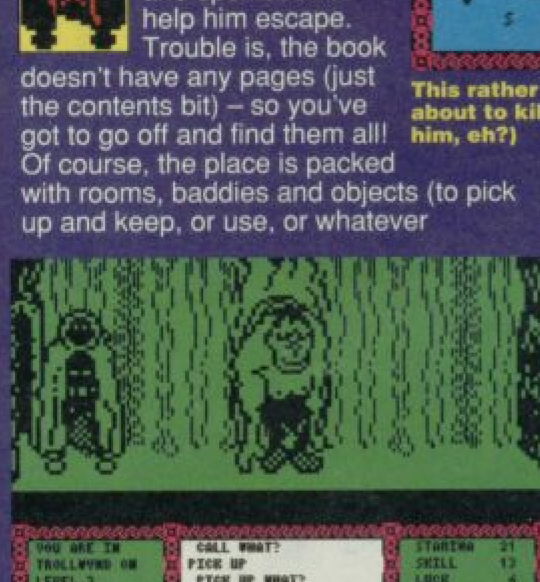
Everything's done using magic (including fighting and opening locks) and, as you might have guessed, it's text-led. Always type the 'keyword' first (N, SW, F etc – see the Controls box), followed by the object you want to do something with. These objects are Asmodee (the Great Destroyer), Astarot (the Spirit of Assemblage), Axil (you), Belezbar (the Master of Flies), Book, Box, Bottle, Loaf, Candle, Chair, Demon, Magot (the Diviner), Object, Table, Wall, Monster, Sword, Rock, Sign and Ruby.



If you want to bash something up (or get info on it, or whatever) you need to type *"name, object.* Name is whatever you're addressing, object is the thing you want to do something to. And that's it. There are three exits. Go and find them!



This rather aimiable (but stupid) looking troll is just about to kill you. Oh no! (Where's Apex when you need him, eh?)



What a stupid looking monster, he's nothing to be scared of! Erm, mind you, he is a bit on the big side. Eek!



CONTROLS

N/S	North, South etc	X	Examine named object
L	Left	P	Pick it up
R	Right	D	Drop it
Z	Swop info in Window 1	I	Invoke named demon
O	Return to option screen	B	Blast monster
		F	Freeze him

OLYMPUS

Simon and Julia Barnsley

COMPLETE GAME

Olympus isn't just good – it's blimmin' unbelievable! In fact, it's probably the biggest and bestest reader game we've ever had.

In theory, the game's pretty simple – it's a strategy jobby set in ancient Greece played out on a map. In practice, it's a bit more tricky cos there are so many weird and wonderful characters to meet and things to do!

Basically, it's a contest between six gods (and goddesses) to see who can get the most glory points. You and up to five friends choose which one to play and then run around the map controlling heroes and heroines (which we'll just call heroes from now on). Glory points are won when your hero destroys a monster (more on them later) or manages to capture a Quest (more on those too!). Cos it's a strategy game, you have to think out your moves and also try to sabotage the other gods' plans by taking control of their heroes or causing so-called 'divine occurences'.

Right, that's all the intro stuff over. But before we get into playing the game proper let's introduce ourselves to some of the names and faces dotted around the map (basically everybody who was anybody in Greek mythology!). First, here's who you can choose to be...

THE GODS AND GODDESSES

Aphrodite The goddess of love and beauty (phwoar!).

Apollo Prince of the Gods, and the most beautiful bloke in the universe.

Athene The goddess of war, Athene is actually rather merciful and heavily into peace.

Demeter The goddess of all growing things. (She's obviously a bit of a farmer and wears wellies).

Dionysus The god of ecstasy and drunkenness, joy, music and poetry and wine. *(Wa-hey! Ed)*

Poseidon God of the ocean. By banging his trusty trident on the sea bed he can raise islands or sink whole continents.

What a spooky bunch, eh? But they're not as bad as this lot coming up! Here are all the 'little people' who the gods (ie you) can control...

THE HEROES AND HEROINES

Achilles Blimming fast and strong. He was dipped in the River Styx to make him immortal.

Ariadne Abandoned by Theseus, she got her revenge by making his dad jump into the sea!



This is the map where you slice monsters heads off, get on ships and, ooh, loads of other things. Big, isn't it? And colourful? The red squares are monsters, the pink ones are quests, the white ones are hero helpers and the blue ones are heroes. Hurrah! As you can see, there are loads of different types of landscape for you to explore. But be sure to watch out for those bogs and smelly marshes though. (Blaugh!)

Atlanta She was warned by the gods that her mortal life would stop whenever she got married. So that's exactly what she did, and the silly girl got turned into a lion.

Bellerophon He tamed Pegasus and tried to fly up to Mount Olympus which is where the gods live. They got a bit peeved and made him wander round the earth, lame, blind and friendless 'til the day he died. (Sob.)

Heracles The strongest man ever, it was his job to protect men and gods from destruction. A bit of a yobbo from the word go, he strangled two snakes while he was still in his cradle.

Jason He was sent off to find the Golden Fleece and was killed by a beam from his old ship, The Argo (the same one that Ray Harryhausen used in *Jason And The Argonauts*).

Medea Fell in love with Jase, and helped him get the Golden Fleece.

Odysseus He tried to pretend he was mad, but someone found him out and he was sent on the expedition to Troy.

Orpheus A very musical blokie who saved the Argonauts from the Sirens by playing his lyre.

Penthesilia An Amazon Queen who killed (almost) every Greek she fought.

Perseus His grandfather tried to kill him but failed. Later Percy killed the gorgon, Medusa.

Theseus Strong, intelligent, and famous for his monster-slaying skills. (He killed the Minotaur.)

A-ha! And now for the *really* interesting characters – the monsters! (Unfortunately we haven't room to tell you everything so you'll have to go and get a book from the library, or something.) Right, when you're ready, we'll work our way down the line...

THE MONSTERS

Amycus A good boxer with spikey gloves.

Arachne A weaver who was turned into a spider.

Cacus A giant three-headed shepherd.

Cerberus A three-headed guard dog (woof).

Charybdis A whirlpool that swallowed the sea.

Diomedes' Mares Savage horses who ate men.

Echidna Half-woman/half-serpent, who ate, erm, men.

Harpies Winged female monsters who snatched food from tables and made what was left uneatable.

Hesperides Guarded the Golden Apples.

Ladon A talking dragon with a hundred heads.

Minotaur He ate children. Yum!

Nemean Lion He couldn't be hurt with weapons (but got a bit irked if you tickled him). *(Stop lying. Ed)*

Procrustes He chopped tall people's legs off.

Python A tree-feller with a jolly big axe.

Sciron He kicked people off cliffs!

Scylla She had six dog heads around her waist. Eek!

Sinis He catapaulted people from trees!

Talos He ran around a lot and threw rocks at ships.

Typhon So big he could throw mountains about.



Right, that's (most of) the characters out of the way, now what about these quests then? Quests are fought in the same way as monsters but are worth more glory points. So, strap on your sandles and come this way...

A FEW COMPLICATED MATHY BITS

Fighting Monsters
You don't actually get anything for killing a hero – they are simply reborn somewhere else with all their original amounts of strength and defence, but the controlling god loses control of that character. If a monster kills another monster then no awards are given, but if a monster is killed by a hero then...

• You get a few glory points if the monster is controlled by another god (equal to 7.5% of the monster's potential strength and defence to be precise). If it's uncontrolled then you get fewer glory points (equal to 5%).
• The hero gains 7.5% or 5% (as above) of the monster's potential strength and defence and two extra movement points.
• There's also a sort of balancing effect going on. So if the controlling god (who's just won the fight) has loads of influence points (and is therefore very strong) then he gets less glory points. But if all the other gods are stronger than you then you'll get more glory points. If you see what we mean.

Fighting Quests
When a hero defeats a quest...
• They get to 'carry' it (you can carry up to three at a time). Quests cannot be dropped or transferred.
• The hero gains 7.5% of the quest's potential strength and defence and two extra movement points.
• The god in control of the winning hero is awarded glory points equal to 7.5% of the quest's potential strength and defence.
• When a hero returns to Mount Olympus the controlling god is awarded 20 glory points for each quest the hero is carrying.

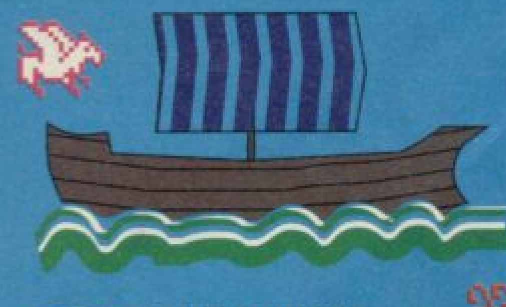
DIVINE OCCURENCES

Each god has their own special trick...
Apollo – Storm Randomly moves any hero helpers in the affected area. Can only be used in land areas.
Athene – Tempest Randomly moves ships in the affected area and heroes aboard ships. Ships will always end up in water but heroes can end up either on land or in water.
Poseidon – Earthquake Randomly moves each hero in the affected sector. Can be used in land areas only.
Aphrodite – Beguilement Randomly influences heroes controlled by other gods in the affected area. Influence points will be gained for each hero affected.
Dionysus – Plague Randomly reduces the potential strength, defence and movement allocation of controlled heroes in the affected area.
Demeter – Famine Randomly reduces the life level of controlled heroes in the affected area.

THE DYNAMIC DUO!

Olympus is the work of Julia and Simon Barnsley who've been toiling over it for seven years. Simon is a very important chap in a bank and says he's really pleased it's finally found a home. "It's the same old story – we sent it off to loads of companies, they all thought it was really good but couldn't fit us in. It's certainly been really popular with everybody who's played it (no matter how old they were!) so you're in for a real treat." And never was a truer word spoken.


Simon's on the left.



THE QUESTS

Ceryneian Hind She's blimmin' fast.
Cornucopia This'll give you loads of food and drink.
Golden Apples Very powerful and very heavily guarded.
Golden Fleece King Pelias wanted to get rid of Jason (who should've been king) so he sent him off to fetch the Golden Fleece.
Harmonia's Necklace This made the wearer really beautiful and lots of people jealous.
Helen The most beautiful woman in the world (at the time).
Helios' Goblet It belonged to the sun-god.
Hippolyte's Girdle A golden belt which proved that the wearer was the most powerful woman in the world.
Pegasus A winged horse, actually.
Persephone Hades (the King of the Underworld) took Persephone down to his Kingdom and her mum went looking for her and forgot all about the crops.
Speaking Oak Wow! A tree that speaks!
Winged Sandles These make the wearer travel as fast as the wind (ie. pretty darn speedy).



And that's it. Blimey – the things *YS* does for its Spec-chums! We don't just show you which games to buy – we turn you into fully-fledged authorities on Ancient Greece too! (And if you actually want to know how to *play* the game, then have look at the controls over there.)



TO LOAD

In 128K mode, go to 48 Basic and enter Load "" (do not use 'Tape Loader'). After loading, press the cursor key for left (<) to access the demonstration game.

CONTROLS

And now we come to the bit that you've all been waiting for – what keys to press! Yip! Yip!

The first set of keys to come to terms with are those which change the size of the map when you're looking through the viewing window (which is the little flashing black thing). To move about the screen (up, down etc) you use the cursor keys and, just to move generally, you need movement points.

z/Z – Zoom in/out for magnification x4. Press z twice and you'll get magnification x1; press it again and you'll get magnification x3.
c/C – Change display mode forward/backward The map can show five different things...
• PICTURE MODE Shows tokens.
• CONTROL MODE Shows strengths and defences. Those of controlled heroes are shown in the colour of the controlling god.
• UNASSISTED MOVEMENT MODE Shows the number of movement points required to move a hero or monster to another part of the map without the use of horses or ships. Monsters cannot take horses or ships but they can move into water without a ship. Heroes, on the other hand, can take both horses and ships but they don't last very long in water without a ship.
• ASSISTED MOVEMENT MODE Shows number of movement points you need to move a hero or ship with onto another type of terrain. (But only if they've got a horse or ship.)
• TERRAIN MODE Shows just the map (without any tokens). The map shown here is on magnification x1 and in picture mode.
x/X – Exchange with/carried Exchange is the only way a god can move a hero they control from a ship they don't control onto adjacent land.
n/N – Find next/previous controlled token Speaks for itself (we think).

Next up are the keys used to perform actions...
I – Influence If you centre the viewing window on a token you want and press it then you'll hear an ascending sound which means you've just gained control of that character. If the sound is a descending one then it means that another god has just lost control of that character. Influencing costs power points, so make sure you've got enough.
M – Allocate movement Allocating movement costs one power point, and awards one glory point. The only other way of getting glory points is to fight monsters and quests.
m – Switch from VIEW to MOVE mode
t/T – Take one/all To increase your hero's strength (for example) it might help to exchange hero helpers with another hero. (Hero helpers are things like horses, swords and bows.) At the most, a hero can take one of each sort of hero helper.
r/R – Release one/all By all means, experiment with the R and T keys, but they only work on the tokens shown on the map in magnification x3 and 4.
h – Heal This increases the hero's life level and costs one power point.
f – Fight The god whose turn it is can start a fight with either a monster or a hero. A hero can fight a monster, another hero (as long as they're controlled by another god) or a quest. A monster can fight a controlled hero (unless they're on a ship) or a controlled monster. To start a fight just move over to the character you've taken a dislike to (make sure you've got enough movement points) and press f. To capture a quest, simply follow the same procedure.

If you want to withdraw from a fight then press enter. If you do withdraw then you're a yellow-belly, cowardy-custard and can't start another fight 'til it's the next god's turn. Also, heroes can't be healed 'til the next god's turn.
o – Cause divine occurrence Any god can cause a divine occurence – simply shout "Occurence!", move the viewing window to the proposed disaster area and press o. (But you can only do it once per turn.) Each god has their own special thang – have a look at the box on page seven and you'll see just what they're capable of.
u – Undo last action (except Heal or Occurence).

And that's about it really. Play about with all the keys and take your time getting used to the game. Before you start playing for real you should be familiar with all the five picture modes at each of the four magnification factors. (That's 20 different combinations! Crikey!)

Most importantly, don't be put off by the amount of instructions. Once you get the hang of it, *Olympus* really is quite easy and as stonking as a very stonking thing! (And you can't say fairer than that!) Here in the office, we're completely hooked on it. In fact, we're even thinking of calling the shed after it (and since Olympus was the home of the gods it makes a weird kind of spooky sense! Ho!).

PS

When you load the game up, you'll probably notice it's actually called *Gods* – and not *Olympus* at all! But don't worry! You haven't got the wrong game or anything, it's just that there's already a couple of games called *Gods* so we had to, erm, change the name.

ROBOZONE

Image Works

PLAYABLE DEMO

You might remember *Robozone* from Future Shocks a few months back. We told you how good it looked then – and now you can see yourself! Hurrah!

You play the last-ever Wolverine, a nice



We're the nice-looking robot, and the horrid long-legged things are the Pollutants. Kill!

little robot who's been left to guard New York while all the rich humans take an open-ended holiday away from all the smog. Originally, you had some pals to help you out, but they've all got bumped off by a bunch of really nasty killing machines called the Pollutants. (Pollutant: Would you like to die? Wolverine: No. Pollutant: Tough! Blam! Blam!) Your 'big job' is to get to the furnace before the Pollutants do, cos that's where the last of your pals are about to get smelted down. So you'd better hurry up.



Robozone's got three ginormous levels. The bit you've got sellotaped to the cover is the first one (well, a slightly shortened version of it anyway)



Eek! It's a nasty, nozzle-headed stick insect. We'd better snap his legs.

which takes place in the New York subway. Then you've got a screen from the second level (up on the streets), and lastly one from the third (in the furnace). You'll be shouting "Blimming excellent shoot-'em-up, maties, and thankyou very much!" in no time (if your mother taught you any manners).

CONTROLS

Joystick keys: Q, A, O, P, and Space.

JUKEBOX

Gavin Hamill and Richard Cranford

FUNK BOX

Yo, pop-pickers! Get ready to bop! In a break from tradition, this month's Mag 7 sees the inclusion of a rather nifty ditty player. It's the work of **Gavin Hamill** and **Richard Cranford** and it's made up of six super-sexy tunes, each beautifully crafted to caress and delight your eardrums (so long as you're a 128K owner, hem).



What a choice, and everyone's a winner, baby! (As we say in showbiz.)

So what's on the turntable? Well, first there's *Axel F* by the unforgettable Harold Faltermeyer, then *Take On Me* (as originally performed by those Norwegian cuties, A-Ha!), then *Frankie And Johnny* (which is a complete and utter classic and it'll have you in floods of tears before you can say "Kleenex"!), then *Deep Blue Sea* and *Gambler* (which we've never heard of before actually) and finally le piece de resistance, *Ungo Mungo* - an instant hit written and performed by Mr Hamill himself. (Well, they're all performed by him actually - and jolly well too!) We guarantee you'll never look at your Speccy sound-chip in quite the same way again!

CONTROLS

Press the number of the tune you want to boogie to, and away you go!

Disk Offer!

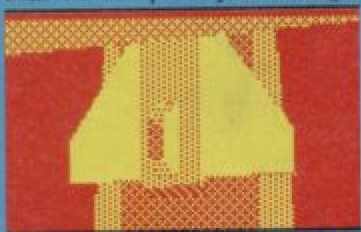
Fancy making a copy of the tape on disk? Or even getting someone to do if for you? Then this is the offer for you. Simply write a cheque for £2 made out to Ablex Audio Video Ltd, slip it into a Jiffy bag alongside a) your cassette and b) your address, and then send it off to *YS* Mag 7 No.6, Duplication Dept, Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD. You'll get a disk back within 28 days.

3D CONSTRUCTION KIT

Domark

PLAYABLE DEMO

No doubt you read the review last month, so you'll know all about *3D Con Kit* already. You'll know that it's not a game. You'll know that it's completely amazing and skill and a bit like a computerised version of Lego, and you can create as many weird and wonderful landscapes and games as your imagination will let you. But unless you've actually gone out and bought it you won't know nuffink about the *3D Kit Game*, which comes boxed up with the proper thingy itself – and is rather mega fantastic in its own right!



Maybe you can escape in this!



Let's start at the very beginning (a very good place to start). This is, erm, a house.

And that's what we've got here. Basically, it shows you what the *Kit*'s capable of. You find yourself on a spooky planet which you've got to get off in order to return to Earth. You need to do lots of exploring and collecting, and, just to be on the safe side, quite a bit of shooting (at anything that moves). Oh, and one last point – a space vehicle would be a handy thing to get hold of so you might like to look for one of them. (Big clue alert!)

CONTROLS

K	Move back	W	Turn right
I	Face forward	Q	Turn left
Z	Sidestep left	A	Activate object
X	Sidestep right	L	Look down
U	U-turn	P	Look up
R	Move up (rise/stand)	M	Tilt right
		N	Tilt left
F	Move down (fall/crouch)	O	Move forward
		Space = Fire	

FOOTBALL MANAGER 3

Addictive

PLAYABLE DEMO



Hurrah! It's a footie management sim - and not just any old one either! As you might have gathered, this is the 'trequel' to Addictive's *Football Manager 1 and 2*, and it's based on much the same premise as before (ie. that you're a, you guessed it, manager). The difference here is that everything's been generally modernised and polished up.



Feeling a bit lazy? Then just sit back and stare at the chairman's portrait for a couple of hours!

The demo lets you play about with most of the options that you'll find in the complete game. You get to sit behind a lovely desk in a nice big office and sort out fixtures and training. You can even have a go on your personal computer, and arrange meetings and transfers and send out memos. It's life in the fast lane and no mistake!





The finished game will be out in the next couple of months, so start saving your pennies and get plenty of practice in!

CONTROLS

Cursor keys or joystick.

POKERAMA 6

We're not afraid of death! We stare it in the face and stick our tounges out at it. (At least we do when Jon North's around, hem hem. And talking of our resident infy lifer, let's take a look-see at this month's line-up...)

Bubble Bobble Infy lives, immortality.
Dirt Track Racer Infy damage and fuel.
Downtown Infy lives, time and ammo.
Hobgoblin Infy lives, time and no loss of glowing thingies.
Insector Hecti In the Interchange Infy lives, time and ammo (plus passwords and cheats!).



Vroom! Vroom! You can't catch us. (And even if you do it doesn't matter. Ha!)



Wa-hey! We're just bashing into whatever crosses our path! We just don't care.

Riptoff Infy lives.
R-Type Infy lives.
Spike In Transilvania Infy lives and energy.
Stack Up Infy credits and something to stop the screen blacking out when you pause it.
Star Raiders 2 Infy lives, energy and no laser overheat.
Super Monaco Grand Prix No fatal crashes, always qualify.
Tempest Infy lives for both players and infy use of super zapper.

Blimey, it's too good for words! (So we'll stop right there.)

Tape Trubbs

No matter how hard we try, no matter how long we struggle, there always seem to be a couple a dud tapes that slip through the *YS* Dud Tape Alarm System. But if you're a victim, help's at hand. Just send the offending piece of plastic to *YS* Magnificent 7 No. 6, Tape Returns Dept (Oct ish), Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire Tf7 4QD, and you should get a replacement within 28 days.

UNIQUE 3 PLAYER RACING ACTION!

WIN THIS INDY HEAT MACHINE!



"INDY HEAT" HAS TO BE THE MOST INCREDIBLE DRIVING ARCADE MACHINE IN THE WORLD! IT GIVES 3 PEOPLE THE CHANCE TO RACE EACH OTHER, AS EACH PLAYER HAS THEIR OWN STEERING WHEEL AND FOOT PEDAL TO DRIVE THEIR OWN CAR! PLUS THERE ARE 14 GREAT RACE COURSES ON WHICH YOU CAN TAKE UP THE CHALLENGE AND GO FOR THAT RADICAL RACING ACTION! BUT THE BEST THING ABOUT THIS PARTICULAR INDY HEAT MACHINE IS THAT WE'RE GIVING IT AWAY! YUP, THE WINNER OF THIS COMPETITION WILL GET TO HAVE THIS IN THEIR HOME - SO YOU CAN PLAY IT AS OFTEN AS YOU LIKE WITHOUT PUTTING A PENNY IN THE SLOT! SOUNDS GOOD? THEN CALL...

0898 404609

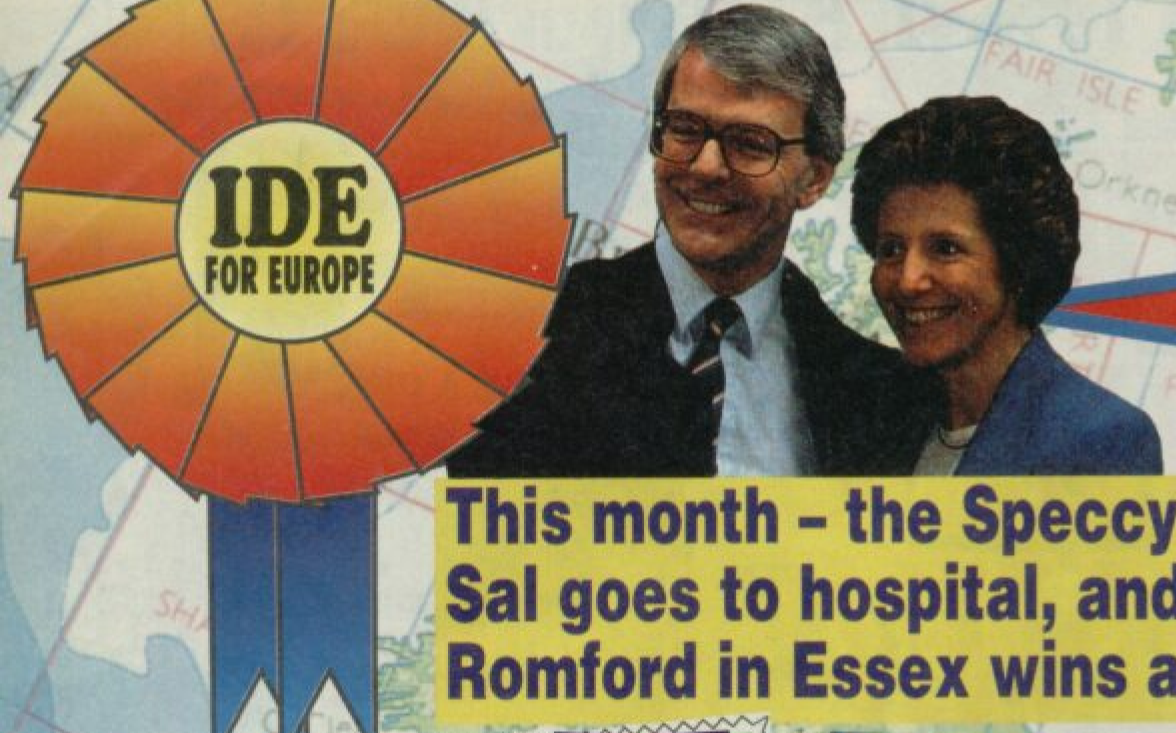
PLUS! WIN THIS HONDA RADIO CONTROL MOTORCYCLE!

THIS HONDA G-CON BIKE IS READY TO RUN THE MINUTE YOU OPEN UP THE BOX! THE 1/5 SCALE MODEL IS SO REALISTIC THAT WHEN YOU TAKE CONTROL YOU CAN REALLY EXPERIENCE WHAT IT'S LIKE TO RIDE A REAL SUPERBIKE!!



0898 404607

Calls cost 34p (cheap rate) and 45p (at all other times) per minute incl VAT. For details of winners send SAE to: Populuxe, PO Box 2065, London, W12 9JH. Average length of call is 5.5 minutes. 0898 calls are more expensive than normal calls so please ask permission to call if you don't pay the bill.



Pssst

This month – the Speccy goes to Europe, Sal goes to hospital, and Graham Brant of Romford in Essex wins a 5x5 Bewdley shed...



YOU, YOUR SPECTRUM AND 1992

With 1992 just... ooh... crikey, next year, you'd better wise up on just how European integration will affect the Spectrum scene. And the news is that you can expect sweeping changes. That's right, the Spectrum has been singled out for special attention by the Eurocrats who, even as we speak, are hammering out the final draft of the Sinclair Bill, the document which will shape the future of its role in federal Europe. This month PSSST cuts through the red tape and shows you just what to expect...

Resolution 3112 (b) (vii)

EUROMINISTER FOR SPECTRUMS

The Spectrum's dramatically increased profile means that the appointment of a special minister will be necessary to oversee its integration into the single market. He'll also have the responsibility of looking after the interests of you, the Spec-chum, and sweeping powers to monitor and control the quality of the games you'll be playing. Needless to say, when we mentioned this vacancy to Andy he immediately rushed out of the room and came back wearing a suit, a rosette and a big, cheesy grin.

Pssst: So you'll be standing for election, will you?

Andy: Hey! That's right!

Pssst: And, er, just what makes you think you'll be right for the job?

Andy: Well, my enthusiasm for the Speccy is second to none, and my dealings with some of the industry's top people put me, kind of, like, in a position to get things done. And I've just bought a new suit.



I'd just like to say... mmpffgh!

Pssst: It's very nice. So what's your 'manifesto'?

Andy: My what? (Thumbs through dictionary.) Oh, um, I thought red might look nice. And I'll have my cuticles taken back, of course.

Pssst: No, 'manifesto'. It's just here. Look.

Andy: Ah! Erm... um... Oh look, what a beautiful baby! Do let me pick it up and kiss it. Mmmmm... squelch!

Rich: Oi!

Andy: So can I count on your votes, then?

Pssst: We'll think about it.

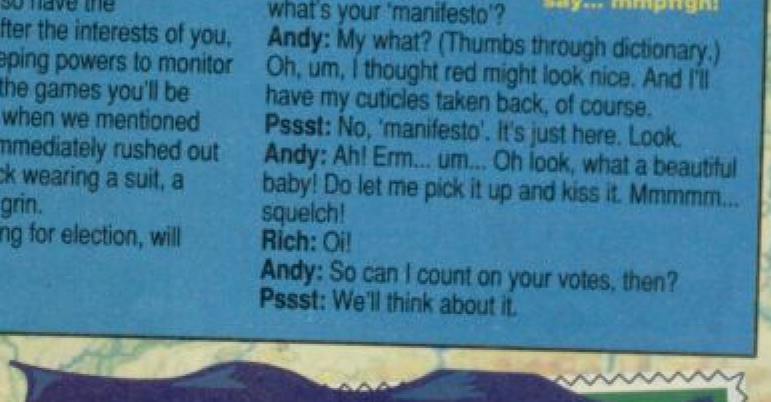


Resolution 6322 (n) (i-xxxii)

YOU AND YOUR RIGHTS

Several important pieces of legislation are to be introduced to govern the way you use your Spectrum. These include:

- A games-playing quota of seven hours per person per day. Exceed this and you may be liable to prosecution.
- Restrictions on how crap games can be. Measures will be implemented which aim to completely eliminate the crap game by 1997. Manufacturers producing games which score below 93° in *YS* face stiff penalties.
- A contribution to the Common Agricultural Policy each time you load a game. (Amount to be decided.)



Resolution 921 (k) (xxvii)

SPECTRUM GAMES AND EUROPE

The Spectrum game of 1992 will be a far cry from the sort of thing featured in this issue of *YS*....

- Instead of massive instruction booklets in all sorts of wacky foreign languages, all text will be in just one language: Esperanto.
- French games will no longer automatically be weird. Instead, each country will be given a weirdness quota (a certain proportion of its games output must be a bit peculiar). Britain is no exception.
- Games will be sold in smaller boxes. (This is because Spanish letterboxes are only four inches wide, which causes no end of trouble for mail order companies.)
- Football management games will be strictly outlawed. (Hurrah!)

INDUSTRY REACTION

To find out just how the software world is feeling about the proposed legislation, we phoned up a Top Industry-Type Person to ask for his opinions...

Pssst: Hi, it's...

TITP: Yo! How's it going? Say, have you seen a copy of *Super Farm Hand 4*? It's, like, really great and if you don't give it at least 95° I'll...

Pssst: What we were really hoping for was your reaction to the new European bill. The stuff about games in particular.

TITP: The what?

Pssst: Oh, haven't you seen it?

TITP: Nope.

Pssst: Okay, we'll fax you a copy and ring you back.

(Five mins later.)

Pssst: (Ring ring, ring ring, click...) Hello?

TITP: ...

Pssst: Hello?

TITP: ...gulp. Er, well, we might just be okay with *Deluxe Robot Massacre Simulator.* Oh, hang on, that was a rewrite of *Cute Puzzle Game With Lambs In.* We're ruined!

Pssst: Um, bye then.



Ide! The face of a brighter future!

WILL YOU TAKE THIS SHED...?



Graham 'twixt the lovely Clare and our esteemed Ed!

Meet **Graham Brant** of Romford. He's just had the shock of his life. It's a Friday afternoon, he's just come back from his paper round and he's found the editor of *Your Sinclair* and Domark's Clare Edgeley standing in his back garden with a B&Q shed at their feet (in lots of pre-constructed pieces). Needless to say he's lost for words. (But not for a hammer and nails, which Andy thoughtfully brought along to help him put the thing up. Well done, Andy!) And well done, Graham! May you and your shed live happily ever after.



Oh! Lucky man! This is Graham sitting in his shed. Sort of.

COMING AND GOING



Sal being all maternal!

It's all go in the shed! First, it's **Sal**'s last month on the mag because she's off to have her sprog (so it's bye-bye Sal, sniff, ta very much, snort, and pop back in for a cup of tea any time your want, luv *). And then it's the turn of **Simon** and **Phil**, our *YS* advertising yobbos. Seems they've had their eyes on a couple of dodgy deals over in the PC market and decided to launch a new Future mag called *PC Format* (or help cock it up anyway). We won't miss them at all (ha!).

So who's gonna fill the space? Well, we've got two more girlies! (Hurrah!) On the art side we've got **Maryanne Booth.** She's going to be 'Art Assistant' and she likes crisps and Diamond White(!). And over in the advertising den we've got **Cheryl Beasley** (who sounds like one of those singers from Bucks Fizz but isn't) and she likes nothing better than a good bop. Linda's already made them a welcoming cake, Andy's blessed their desks with his magic beads, and James has been offering to take them to the pictures. We're sure they'll feel right at home.

* Which she will. Regularly.



Maryanne, *YS*'s new art chick. Tweet!



Ide! The only choice for a Speccy Europe!

GOING UP!

Come on, admit it. From what you've seen of this month's *YS*, you like it. In fact, you like it so much that you've already decided to buy a copy of next month's issue. And your mind wouldn't be changed in the slightest if we told you that, um (how shall we put this), it's going to be a bit more expensive. Only a teeny bit, mind. 25p more. So it's still a barg at £2.20. (It's the shed, you see – the felt's all gone on the roof, and someone's nicked the padlock off the door so Andy has to stand guard all night.) But there's a way to beat it! Simply turn to page 43 and fill out a subscription coupon – due to a loophole in the system you'll be able to get the next 12 issues at the old price of £23.40! (You can't say we don't try.)



Twelve of these for £23.40. Worra barg, eh, Spec-chums?

T-ZERS

❯ *Hero Questers* **Gremlin** are planning a science-fiction/fantasy game called ***Space Crusade***. It too started life as a boardgame and will use the same game system, but Sheffield's finest point out that the graphics will be enhanced and the presentation'll be better. Expect to see it around October.

❯ Stop press! **CodeMasters** are delving into the realms of management sims! ***First Division Manager*** should be out at the beginning of September, closely followed by ***Mountain Bike 500*** (which doesn't actually sound much like a management sim at all, so it's probably just your standard CodeMasters fare).

❯ **Domark** don't seem to have been too subdued by the sleepy summer months – they're about to release two more compilation packs in the shapely form of ***Virtual Worlds*** and ***Grandstand.*** The first is an Incentive collection boasting *Castle Master, Driller, Total Eclipse* and the previously unreleased *Crypt* (subtitled *Castle Master II*). And on *Grandstand* you'll find *Gazza's Super Soccer, Pro Tennis Tour, World Class Leaderboard* and *Continental Circus.* Sporting stuff indeeed. *(You're fired. Ed)*

❯ Hot on the heels of **Hi-Tec**'s ***Wacky Races*** (which we still haven't seen because they've totally scrapped it and started again from scratch) come three more rib-tickling Hanna-Barbera cartoon conversions. ***Daffy Duck, Roadrunner*** and ***Bugs Bunny*** will, if all goes smoothly, be released in the months leading up to Christmas.

❯ And talking of Christmas, **Mirrorsoft** are already gearing up for Yuletide with their purchase of the ***Alien 3*** licence and the conversion of Konami's ***Turtles***. There's no news on what *Alien 3* will look like, but the Konami coin-op's the same horizontal beat-'em-up that's been stuck in the arcades for a year and a half now.

TURRICAN

Rainbow Arts/£9.99 cass £14.99 disk (128K only)



James Gosh, I've waited a long time for this. You wouldn't believe the number of sleepless nights I've had wondering when it was gong to pop through the letterbox and how good it was going to be. I've tossed and turned and stared at the ceiling – I tell you it's fair worn me out! I'm a mere shadow of the incredibly good-looking and eligible bach... *(Get on with it! Ed).*

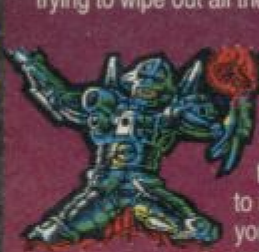
Oh, okay. If you don't know *Turrican 1*, hang your



You're really deep underground now, and the aliens are all over the shop. Keep that fire button held down and wait for them to walk into the path of your zapping rays!

head in shame. It's only one of the best horizontal 8-way scrolling shoot-'em-ups ever to appear on the surface of this planet. It was fast, it was slick, it was mega-playable and it had brilliant graphics. So the big question is whether *Turrican 2* is better. And it's one I don't think I'll answer just yet. (Ha!) Nope, first I think I'll just tell you about it and build up the suspense.

You start off on the surface of a weird planet called Landorin. You're there (out of the kindness of your heart) to trash the Machine, a big robot-thing who's been trying to wipe out all the people on the planet and take it over (the rotter!). But before you even get close to it you're going to need to hack your way through seven levels of complete anarchy (see box). Ulp! Sounds like a tough job, eh? So, first off, let's have a quick look at the size of Turry's equipment (if you see what I mean).



Armed and dangerous, is he?

Yep! Turry's got new weapons! Cast your mind back to the original game, and you'll remember he had a titchy laser thing and a 'Lightning Beam'. These have been upgraded, so now he's got an improved lightning laser (which sprays electron death like a hose) and a blaster gun which fires blobs of electricity at everything in its way. Also available are pick-up weapons such as extra-wide blasters (to hit more aliens) and special long-range lasers. In fact, you couldn't ask for much more firepower in a shoot-'em-up. Everything looks incredibly mega-destructive and mean (except the lightning gun which looks a bit crap on the screen, like it's been programmed in BASIC).



As you blast your way through the swarms of mutant baddies you realise just how huge the playing area actually is. It's not just right to left scrolling we've got here – you can go up into higher spooky unexplored caverns, or drop down a waterfall or something to visit the nether regions (oo-er!). Of course, you don't need to go through every screen to get to the end of each level but it's great knowing they're there (to visit on a return trip if the fancy takes you!).



Cor! This hideous snake-thing is certainly blocking your way! (A bit of concerted zapping should make him see the error of his ways, don't you think, Spec-chums?)

But it's not just the number of screens that's so impressive (900 at the last count!) – it's how much programmers Enigma Variations have been able to cram into them all. Every step of the way you come across absolutely loads of aliens, pick-ups and new and weird obstacles to overcome. I couldn't believe my peepers! In fact there's almost too much going on – because everything's so colourful, our old friend Mr. Attribute Clash rears his many-coloured square heads again and some of the sprites sort of mix together a bit. It's a pity, but a small price to pay for the generally stonking graphics.

Billions of baddies

Turry moves very much as he did in the original, but

AND HERE ARE THE EIGHT (COUNT 'EM! EIGHT!) LEVELS!



Level 1 You really get chucked in at the deep end here – there are tons of aliens on the surface of the planet! Fight your way through and you'll reach a shaft leading deep into the bowels of the world.

Level 2 You come across the first nasty traps and pitfalls here. Oh, and your trigger finger will probably be aching already (as you're under continuous bombardment from nasties).

Level 3 Oops! You seem to have fallen into a large amount of water. If you can't swim, now's the time to learn because there are a lot of shark-type nasties swimming your way.

Level 4 Phew! Dry land again. But we're still deep inside the planet. Here you'll need incredible timing to get onto a lift which whisks you into the reaches of the Machine (shock horror!).

Level 5 Hmm. It's time for some thievery. You'll find a spaceship sitting around with the doors unlocked and the keys in the ignition, so what do you do? Nick it! (Oh, and kill all the baddies which flock around, trying to stop you.)

Level 6 The spaceship bit continues. There are waves of aliens to fly through and blast, so you're getting two games for the price of one!

Level 7 As you get out of the Machine you find that there are a large number of baddies waiting for you. Unstrap that laser immediately!

Level 8 Arrgghh! The Machine! It's sure to be a tough cookie, so open fire without delay! Keep firing for a few weeks and you might just damage it a bit...



WHAT'S GOING ON HERE, THEN?

Here's a typical screen, somewhere deep under the planet's surface. Let's see what we can see.

TURRY Note the rather swank armour he's got. Looks good, Doesn't need cleaning and will protect him from baddies (up to a point).

SCORE You get points for everything you kill, but wasting an end-of-level guardian gives you bonuses like telephone numbers!

LIVES Turry only has three, so you've just got to preserve them.

TIME COUNTER Ticks horribly towards zero (when I'm afraid it's 'game over' time!). As it says above, some gems will give you extra time.

GEMS COLLECTED These gems occur throughout the game, and as well as giving you a rather nice points bonus they also occasionally give you other spin-offs like increased weapons power or extra time.

HEALTH You've really got to keep your eye on this. It drains away at an alarmingly fast rate whenever a nasty comes into contact with you!



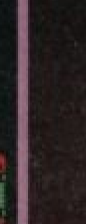
2

YS MEGAGAME



Turry's using the lightning laser gun here. He can twirl it round his head and zap aliens in any direction!

this time a bit faster and smoother. He's still got the ability to jump huge distances (blasting as he goes), but on the ground the sheer weight of baddies makes it difficult to zip quickly through the game. So to win you'll have to be really on your guard – rush in and you're gonna get ambushed and wasted real quick!



There are just so many different types of baddies I'm not even going to bother describing them all. Basically, though, there are the small ground-crawling types which just get



Waterfalls can be useful ways of dropping down a few levels (but you might land on a nasty's head!).



under your feet, there are the flying-and-need-to-be-zapped-quickly types and there are the you'll-need-loads-of-shots-to-kill-me guardians, who block vital routes under the surface. If you wipe out all the baddies in one section you'll have time for a breather before any others wander over to attack (and boy, will you need the breather!), and all in all they look great and move really well.

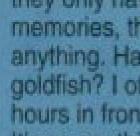
You'll probably have realised by now that I'm rather a fan of *Turrican 2*. It's a lot better than the first version (as well it should be, seeing as it's a couple of years on). The graphics have improved, and the sound's nearly up to Dolby standards (well, sort of). But best of all is that it's ridiculously playable and whoppingly huge! I'm going to be plugging away at it for a long time – and I'll be lucky if I can get through to the Machine in 6 months! If all this doesn't make it a Megagame then I'm an Icelandic fisherman named Susan. *(Hiya Sue! Ed)* Oh do be quiet Andy.

JOYSTICK JUGGLERS

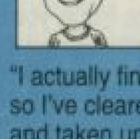
About this time of year, the British go on holiday. You can see them in the Costa Del Sol, Tenerife and Cricket St Thomas Near Chard. And are they enjoying themselves? No, they're not. By the time they get home they need another holiday to recover. So the *YS* team have decided that holidays are a bad thing, and come up with ways of relaxing without even leaving the shed.



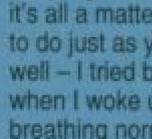
Andy Ide The big Ed couldn't possibly get any more laid back, but we thought we might as well ask. "Goldfish are the most relaxed creatures in the universe. Because they only have three second memories, they never worry about anything. Have you ever watched a goldfish? I often spend up to four hours in front of the goldfish bowl. It's so soothing to watch that streak of orange go round and round and round and round..." We get the drift.



James Leach James is a modern kinda guy – the kinda guy who steers clear of goldfish (hopefully). "I actually find it quite hard to relax – so I've cleared a corner of the shed and taken up standing on my head. It's great – you get a rush of blood to the brain and then you start to feel really laid back. Then when you stand up, the world starts spinning round and your head feels like it's going to explode. It's all incredibly relaxing." What a strange boy!



Linda Barker Linda's fairly laid back, except when she's excited. We toddled over to see how restful she was feeling. "I'm doing breathing exercises with Sal. They're ace – you can really feel the air rushing about in your lungs. And when you breathe in your eyes go all poppy. And if you do it long enough you can almost feel the baby moving." But, Linda, we said, Sal's the pregnant one. "Yes, I know, but it's all a matter of empathy. It's good to do just as you're falling asleep as well – I tried but I think I forgot cos when I woke up in the morning I was breathing normally." Oh dear.



Jon Pillar Jon's been working far too hard recently. "At home I play the piano. If I'm in a bad mood, I play something very fast and tempestuos like Wagner. Then when I've calmed down I move onto a bit of Chris De Burgh. But my piano's far too big to fit into a mere shed. Linda suggested I buy a toy piano. It's a good idea, isn't it?" Hmm, that's an opinion.



Jonathan Davies It's very hard to tell whether Jonathan's relaxed or in a foul 'n' furious temper. Beneath that pleasant exterior lurks a monster. (Honest.) So how do monsters relax, JD? "Eh? Monsters? Erm, well I don't know any. Farty used to like sleeping in front of the TV. Does he count as a monster?" Yep. But what about you? "Oh, I like pulling the legs off wasps and eating witchity grubs. Boo!" Eek! Spook!

HIGH SCORES

90° – 100° Getting up to fever temperature! Miss a game that's this red-hot and you'll get the blues – we guarantee it! Any game that rates an overall score of 90° or above gets the esteemed *YS* Megagame rating! It's a happening piece of software!

80° – 89° PDG! (ie Pretty Damn Good!) A game well worth digging deep into the old dosh bucket for!

70° – 79° A very enjoyable game, but might not be of lasting appeal to everybody.

60° – 69° A few niggles. Lacking in certain areas. Think before you buy!

50° – 59° Pretty average. Very average in fact. Actually, it's a bit crap.

40° – 49° Um, below average (believe it or not).

30° – 39° So sick it's due to be hospitalized.

20° – 29° Very poorly indeed.

10° – 19° Critical – not expected to last the night.

0° – 9° Clinically dead.

INDIANA J[...]
AND THE FATE OF ATLANTIS

Indiana's at it again, giving the Germans grief and playing with his whip. JAMES LEACH gets his map out and follows him.

Indy, eh? What a star! You thought you'd seen the last of him, didn't you? Well, you were right. *The Last Crusade* was the very final whip-cracking episode of the life of the Man with the Hat that we'll ever see at the movies. (Sob.) But blubber not – because now he's back (back! Back!). This time they haven't bothered immortalising his antics on film. Nope, they've just gone straight to the sort of fun that really counts – and made a Speccy game out of it! Hurrah! It's a horizontal-scrolling platform shoot-'em-up puzzle game, it's by LucasFilm (it's supposed to have been written by, among others, George Lucas and Steven Spielberg!), it's released through US Gold, and it's waiting down here for us to have a rather exclusive peak at. So let's say hello, shall we?

Hello! It's 1938, and Indy's just uncovered evidence that Atlantis, that spooky old lost world that sank beneath the waves years ago, really did exist. Apparently, it contains a mysterious metal called Orichalcum which has the power of a thousand atomic bombs (or five strong curries)! And now for the bad news – the Nazis know about it too. Oh no! Obviously they were in the next room listening through the keyhole (the scamps!) because the next you know everyone's racing off to the underwater city to indulge in a spot of deep sea metal mining.

Mind you, Indy's not on his own this time.



Completion of the game's quite a long way off, so there aren't any finished screens yet (sob!), but here's a few Indy sprites to keep us going!



Being such a drink of water, he's had to enlist the help of a pal called Sophia, who claims to be a bit of an expert on Atlantis (but we know she's there just to hold his hand when things get a bit rough!). In the game, you control both characters, although not at the same time (use one, and the other will probably wander off somewhere). You might need Indy's brawn for a 'physical' bit or something, or Sophia's expertise for a puzzle (or both).

Of course, there are nasty Nazis all over the place, so there's a fair amount of shooting going on – but that's only one half of the game. It's also a puzzler, with you having to work out problems (like finding bits of map, solving codes, locating different rooms) in order to get onto the next level. And watch out, because it's very easy to find yourself on one level and suddenly realise you're missing a vital object that you should have picked up on the one before and can't progress without. (Also, you'll want to pick up as much Orichalcum as you can, cos you'll need to use this in various ways all the way through.)



Right, that's the overall picture. Now let's take a look at the levels in a bit more depth – or at least as much as we can without giving away little hidden secrets which you've got to find out for yourself!



Blimey, what's this!? An ancient relic? We'll have to wait and see the finished game to find out!

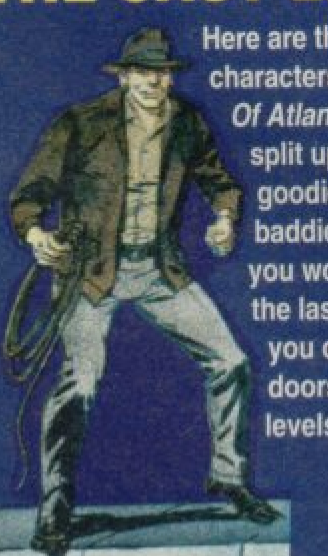
LEVEL ONE Monte Carlo

We start in a multi-leveled club in Monaco, where Indy and Sophia are looking for a bloke called Monsieur Trottier. He's a bit of a dodgy character who'll sell them lots of Atlantis-related stuff (like a special compass to find all that lovely Orichalcum!), so the idea is to win lots of dosh at the roulette table, find his office and get lots of clues and items off him (and be on your guard cos his prices change all the time!). There's also another puzzle in which you've got to get a morse code decoder, and after a while you'll start noticing a Nazi or two in the background who you've got to bump off. Get yourself a map and you'll be able to move onto...

LEVEL TWO Naval Base

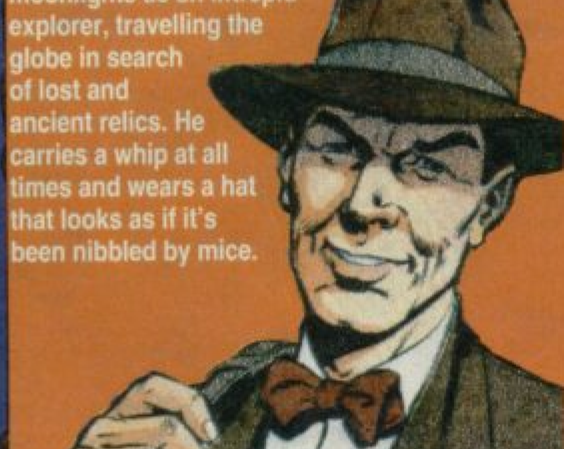
Here you're greeted by spotlights, and you've got to work out how to get Indy and Sophia in through the

THE CAST LIST



Here are the main characters in *The Fate Of Atlantis*, neatly split up into goodies and baddies (although you won't get to see the last two unless you open the right doors on the right levels)...

Indiana Jones



A lecturer in Archeology at Oxford University, Indy also moonlights as an intrepid explorer, travelling the globe in search of lost and ancient relics. He carries a whip at all times and wears a hat that looks as if it's been nibbled by mice.

Sophia Hapgood



The mystic, psychic-type Atlantis expert who Indy recruits to take on his quest. Sophia tends to wear strange, old-fasioned clothing and jewellery (she probably drinks herbal tea too), but makes up for it by being the world's foremost expert on Orichalcum.

JONES

gates without being spotted. Once inside you need to search through all the huts, trying to find the armoury and research lab, and hopefully picking up a knife on the way (not to mention lots of Orichalcum!). To complete the level you need to locate a hidden lift which'll take you along to the submarine base.



LEVEL THREE The Submarine



It's dead claustrophobic in here, with lots of tiny passageways and rooms everywhere, and an army of baddies baying for your blood. Indy and Sophia then need to find the bridge to take control of the sub and steer it to Atlantis, but first they'll have to find out directions (and there's another little room they'll need to discover if they want to get onto the next level, but I'm not going to tell you about that!).

LEVEL FOUR The Island Above Atlantis

A bit of a short level, this one. The sub docks at an island and a load of irate natives do their best to turn you into little cubes of barbeque meat. Your job is to fight your way through the fray and locate the entrance to Atlantis.

LEVEL FIVE Atlantis

A-ha! This is more like it! A lift takes Indy and Sophia down to the Lost City (underwater, but obviously well sealed against the sea), where they're instantly attacked by bus-loads of Nazis. The trick here is to use your store of Orichalcum to operate a load of ancient machinery and weapons. Some are excellent for destroying Aryans in one fell swoop, and there's one that's particularly useful for carving out great big holes in the wall!



That done, the dynamic duo press onwards deeper into Atlantis until they discover a huge machine which the Germans think can turn them into gods. Instead it transforms them into a bunch of horrible gloopy mutants (!) who wobble dangerously towards you just asking for a slug in the face. Once you've got past them, all you've got to do is set the remaining Orichalcum to detonate, rush to the sub and zoom off back to the surface (and away from the huge explosion which is just about to happen. Ka-booom!).

So there you go. If the truth be told, I've missed out a really big chunk, but then if I'd let on about it it'd have really spoilt things. And anyway, that's one of the nice things about *Atlantis*. Because it's not based on a movie, nobody really knows anything about the plot and so LucasFilm have been able to go to town on it. (In fact, if you're really into Indy then you could do worse than pick up the Dark Horse comic book that we've reprinted bits of on the page. It's based on the game!) *Indy And The Fate Of Atlantis* should be bobbing into view around November, which is *far* too long to wait for something so funky. Mmm. All this talk of underwater cities, submarines and Nazi mutants fair takes me back to my archaeological days. Did I ever tell you about the time I was *(Sniip! Ed)*?



ACHTUNG STATIONS!

Here's what pops up on your control panel (if you've got enough time to look at it, that is!)...

INVENTORY Shows what the chosen character's picked up during the game. You can also USE the objects (including Indy's famous whip, which he hangs onto all the time).

STATUS OF OTHER CHARACTER Tells you the health of the non-selected person, so you've got time to switch to them and give them a mouthful of grub if their health really starts to fail.

COMPASS Once you've picked this up it'll appear on the display at all times. It tells which direction you need to take to get to Atlantis.

TIMER If this reaches zero either the sub blows up or Atlantis self-destructs.

HEALTH Drops if you get injured or shot.

FAX BOX

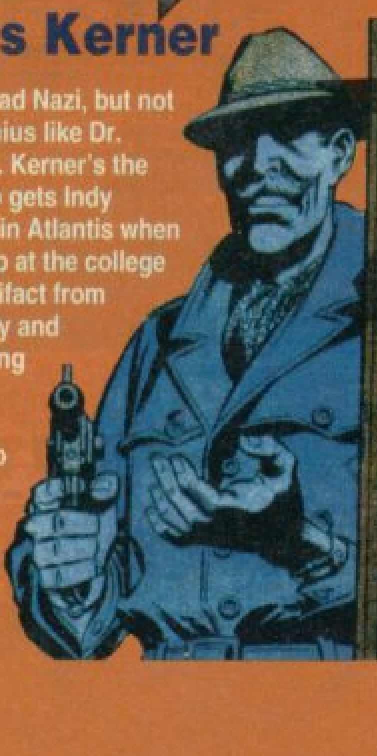
Game	*Indiana Jones And The Fate Of Atlantis*
Publisher	US Gold / LucasFilm
Original Programmers	PMC
Price	To be confirmed
Release Date	November

Übermann



The mad genius evil Nazi who's getting close to the hideous secret of the spooky underwater city of Atlantis (ie. the explosive properties of Orichalcum). Indy's got to locate his hideout on one of the levels and stop him – but where-oh-where can he be?

Doktor Klaus Kerner



Another mad Nazi, but not an evil genius like Dr. Übermann. Kerner's the blokie who gets Indy interested in Atlantis when he turns up at the college with an artifact from the lost city and starts asking questions. He then scarpers to his secret hideaway.



VIRTUAL WORLDS

Featuring THE CRYPT

YS MEGAGAME

Domark
(Incentive)
£14.99 cass



James When life gets you down, when you want to escape (and can't afford a holiday) you can always depend on Freescape. Just dive in and fade away – it's the perfect 'virtual reality'. And now thanks to Domark, you don't even need to jump from box to box, because they've very kindly squashed four of these Incentive titles together in one pack, under the rather mesmeric title of *Virtual Worlds.*



Here we are at the beginning of the game, stuck in the crypt itself. (Find a key for the door though and you'll be out in a jiffy!)

Driller, *Total Eclipse* and *Castle Master* have all been out before of course, so rather than giving them to Jon for Replay I've written a quick round-up in that box over there, but *The Crypt* is a newie. And it's this one that I'll be concentrating on in tonight's lecture. So dim the lights please, Miss Jones, and let's take a look at the first slide...

Who writes these crypts?

The Crypt is the sequel to *Castle Master*, but instead of starting off outdoors, we're stuck down in the depths of, erm, somewhere rather dark and damp and horrible. The game's got the same spooky claustrophobic feel (like one of the old movies where you see everything through the monster's eyes as he shambles around eating people or whatever) and looks just as stonkingly brilliant! As before, this restricted viewpoint means you've got to be careful where and how you move around, in case you get trapped or bash into anything!

Right, as I said, you start off in a crypt. *(You didn't actually say that. Ed)* Oh. Well, you do anyway. There are two closed coffins keeping you company, and the door's locked – so the first puzzle is how to escape! (Actually, I won't really be giving anything away if I say there's a key in one of the coffins – so have a peek in there!) Escape out of your prison and you're faced with the usual labryrinth of tunnels and rooms – press the action key now and again to examine, eat, push or shoot all the things you come across.

Slice of cheese, sir?

And it's incredibly megastonkingly fab! Of course, you have to stop all the time to scribble down different bits of map and solve puzzles, but that's half the fun. And you have to be prepared for making some ghastly mistakes too – I wandered into a room called the Mousetrap, found some cheese on a table and ate it. What an idiot! The screen flashed hideously for a mo and then I collapsed and died. (So, erm, the moral of the story is don't eat any cheese!)

The Crypt is certainly large enough to keep you wandering around for months, and easily as big as *Castle Master*. The locations have an even more menacing look, and the puzzles are perhaps even more fiendishly difficult than they were before. Finding the hidden objects to help you escape stretched my logical powers further than I ever expected. (Just make sure you look on top of all the objects!)

Of course, the graphics are just what you'd expect from the people who brought us *3D Construction Kit* – everything's beautifully designed and positioned, and, as usual, you get totally caught up in the atmosphere of the whole thing and forget you're sitting at your telly. If only I could make games like this with my copy! It's not that far removed from *Castle Master* – so don't expect to see something completely different (to coin a phrase) – but lots of tweakish little improvements make it even better. So I'm going to give it a whopping...



In the corridor now, and you can jump up on the table (and off it again) to your little heart's content. (Whatever turns you on!)

1991 Verdict: 95° (Blimey!)



Coo-ee! Anyone home? You'll find a key in one of the coffins, but I don't think it's this one. (Better try the others then, eh, Spec-chums?)

FINAL VERDICT

LIFE EXPECTANCY 93°	ADDICTIVENESS 89°
GRAPHICS 88°	INSTANT APPEAL 90°

DIAGNOSIS
A bumper selection of old Freescape games, with the addition of a stonking *Castle Master* sequel. The biz!

91°

SO WHAT ELSE DO YOU GET THEN?

DRILLER

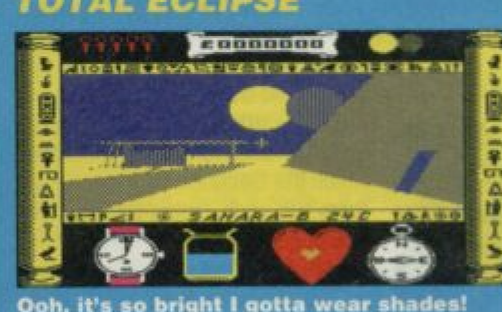


Obviously, windscreen wipers are optional.

The original Freescape game (reviewed by Phil 'Snouty' South in January 1988, who gave it 9 out of 10), *Driller* was a complete sensation when it came out. Basically it sees you wandering around a planet, trying to mine valuable gases (which is easier said than done). The brain-tingling puzzles certainly hit the mark (as do those bast laser beacons) but the graphics jerk a bit and detract from the game. Still, it was the first Freescape game out so what do you expect?

1991 Verdict: 90°

TOTAL ECLIPSE



Ooh, it's so bright I gotta wear shades!

Reviewed in July 1989 by that complete looney 'Macca', this got 90° (as well it might). The game is subtitled *Sphinx Jinx* and sees you excavating a pyramid in spooky Egypt. Roofs collapse, stairs lead nowhere and there's a time limit hanging over it (which adds a certain 'frisson').

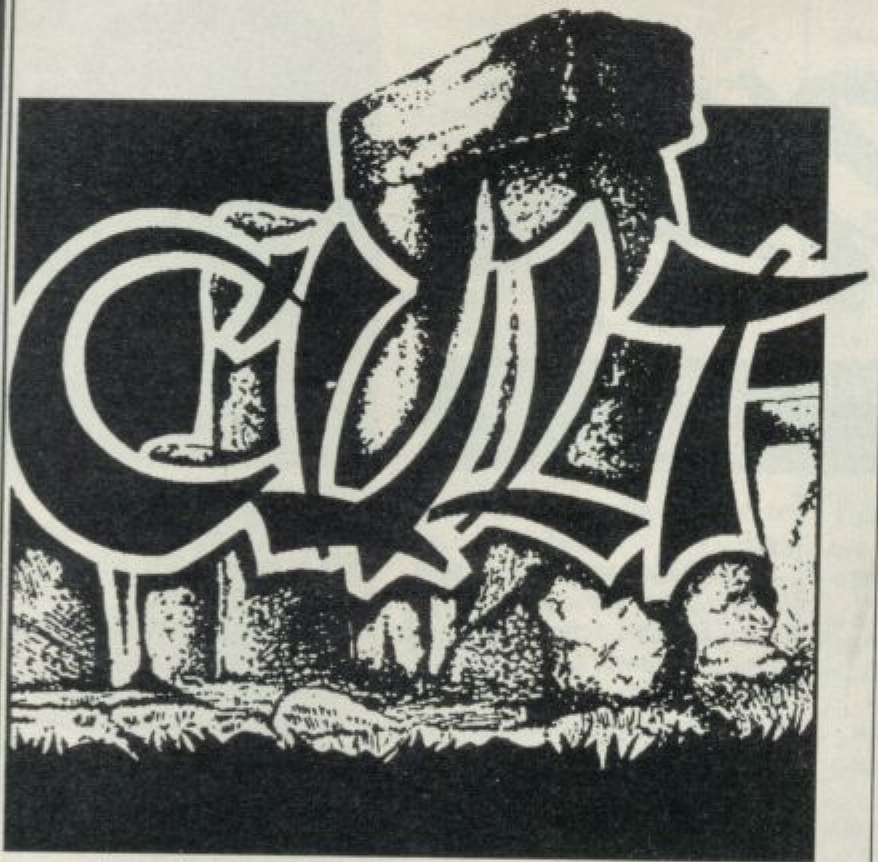
1991 Verdict: 92°

CASTLE MASTER



Crikey, it looks a bit ominous, doesn't it?

After *Total Eclipse*, Incentive introduced the 'action' key (to open, eat, push and so on). Before *Castle Master* you could only shoot things to make stuff happen, but this addition meant that the adventures became deeper, slicker and more playable. It's smooth, it's fast and it got 93° when Matt reviewed it back in May last year (which means now it's out at barg price we can give it a whopping...) **1991 Verdict: 95°**



TITLE	SPECTRUM	COMMODORE 64	AMSTRAD
On the Bench	£3.99	£3.99	£3.99
Soccer Q	£3.99	£3.99	£3.99
Cup Football	£3.99	£3.99	£3.99
Soccer Star	£3.99	£3.99	£3.99
British Super League	£3.99	£3.99	£3.99
International Football	£3.99	£3.99	£3.99
Soccer 7	£3.99	£3.99	£3.99
2 Player Super League	£3.99	£3.99	£3.99
International Manager	£3.99	£3.99	£3.99
Striker	£3.99	£3.99	£3.99
Football Champions	£3.99	£3.99	£3.99
The Footballer	£3.99	£3.99	£3.99
Football Director	£3.99	£3.99	£3.99
2 Player Soccer Squad	£3.99	£3.99	£3.99
Striker Manager	£3.99	£3.99	£3.99
Professional Footballer	£3.99	£3.99	£3.99
The Match	£3.99	£3.99	£3.99
First Past The Post	£3.99	£3.99	£3.99
Wembley Greyhounds	£3.99	£3.99	£3.99
Boxing Manager	£3.99	£3.99	£3.99
The Boxer	£3.99	£3.99	£3.99
Motorcycle 500	£3.99	£3.99	£3.99
Championship Golf	£3.99	£3.99	£3.99
Rugby Coach	£3.99	£3.99	£3.99
County Cricket	£3.99	£3.99	£3.99
Snooker Management	£3.99	£3.99	£3.99
Records File	£1.99	£1.99	
The Realm	£1.99		
Software House	£1.99	£1.99	£1.99
The Damned Forest	£1.99		
Kemshu	£1.99		
Arena		£1.99	

HOW TO ORDER:

Just send a cheque or P.O. made payable to D&H Games. Please state clearly which game or games you require and for which computer. Send to the address below, enclosing a SAE with a 50p stamp attached. (For overseas orders please include £1.50 for postage). Or ring with your access or visa number.

Would you like one of our FREE colour catalogues?

Send us a large SAE to the address below.

Access

VISA

CULT, Dept YS,
114 Clifton Road, Shefford, Beds. SG17 5AN
Telephone: (0462) 816103

KOBRAHSOFT SPECTRUM AND SAM COUPE UTILITIES

SAM DICE DISK UTILITY:- NEW! Features READ; BACKUP; RECOVER erased files/lost data; REPAIR directories; DISK CHECK; LOCK OUT bad sectors; SEARCH for a string; RENAME files; FORMAT all or one track. **Price:- £12.95 on Disk**

CD2 TAPE TO SAM DISK TRANSFER UTILITY: NEW! Transfer the VAST MAJORITY of your Spectrum tapes to Sam drive. Give superb Spectrum tape compatibility. VERY EASY to use. **Price: £10.95 on Disk.**

SP7 TAPE TO +3 DISK UTILITY:- NEW! Transfer tapes to +3 disk. Now comes with a BEGINNER'S manual, an ADVANCED User manual, and an Encrypter Demo Tape. Also has a superb DISK CATALOGUER, and now will tranfer FULL 128K programs. INCLUDES SP7 COMPANION - shows how to transfer many games. **Supplied on disk at :- £14.95**

SP7 COMPANION VOL2: TRANSFERS 100+ GAMES. Needs SP7:- **£4.95**
SC7 UTILITY:- NEW! Latest tape to tape backup utility will now backup virtually ANY program. **PRICE:- £9.95 on Tape.**

DMS +3 DISK MANAGEMENT SYSTEM:- NEW Version 1.1 now with printout, high capacity formats AND extended directories. Organise all your disk files. Large database; FAST file search, MENU programs. **Easy to use:- £14.95 on Disk.**

D.I.C.E:- NEW Version 3.0 +3 disk utility. Now with high capacity format, data printout and disassembler. Lock out faulty sectors; Recover erased files and much more. Easy to use. "An excellent package". CRASH Oct '88. **£14.95 on Disk.**

SPECTRUM MACHINE CODE COURSE:- FULL course from beginner to advanced level. Applies to ALL Spectrums. Suitable for all. Free Disassembler AND Editor/Assembler: **-£20.00**

DB2 +3 DISK BACKUP UTILITY: NEW Backup +3 PROTECTED disks to DISK or TAPE; Easy to use; Handles Multi-loads and now even more Disks:- **£14,95 on disk.**

PLUS 3 DIARY AND FILING SYSTEM:- NEW Version 1.1 with full printout. Superb filing system/diary for the +3 with LARGE database, fast search/retrieve, biorhythms:- **£12.95 on Disk.**

ALSO AVAILABLE: - SD5 TAPE TO M/D; SO5 TAPE TO OPUS; MT1 M/D TOOLKIT; SW1 TAPE TO WAFADRIVE; SAM CT2 TAPE UTILITY; SM1 M/F SUITE.
Please ring for FULL details

WE OFFER A FULL MONEY BACK GUARANTEE - BUY WITH CONFIDENCE
UPDATE SERVICE: - SEND HALF NEW PRICE + OLD DISK FOR NEW VERSION.

Send cheque/P.O to: - "KOBRAHSOFT", DEPT YS, "Pleasant View", Hulme Lane, Hulme, Longton, Stoke-on-Trent, Staffs. ST3 5BH.

(Overseas: - EUROPE add £1 P&P PER ITEM, others £2) Send SAE (9" x 5") for detailed Catalogue - mark envelope "ENQUIRY".

Access

For more information please phone: 078 130 5244
Access, Visa welcome - please phone above number
(24 Hour, 7 Day Service for FAST Mail Order)

VISA

The Rebelstar Collection

FOR ALL SPECTRUMS

FIVE SUPERB STRATEGY GAMES FROM THE AUTHOR OF 'LASER SQUAD' AND 'LORDS OF CHAOS', AVAILABLE BY MAIL ORDER ONLY!

Package includes box, manual and two tapes. Tape One has three games; 'REBELSTAR RAIDERS', the original individual level tactical combat game, 'NEBULA', a game of galactic conquest for up to 4 players, and 'CHAOS', the forerunner of 'Lords of Chaos' in which 1-8 wizards can compete with over 50 animated spells. Tape Two has two games; 'REBELSTAR', the highly acclaimed tactical combat game for 1-2 players (Crash Smash 93%, ACE rated 900), and 'REBELSTAR II', the sequel to Rebelstar set on an alien planet (Crash Smash 90%, ACE rated 917). Tapes One and Two are available separately.

Fill in the coupon below and send it with a cheque or postal order payable to Mythos Games Ltd., 19 The Rows, The High, Harlow, Essex, CM20 1BZ. Please allow 21 days for delivery.

	TAPE	DISK
Rebelstar Collection	£10	£12
Tape One	£6	£8
Tape two	£6	£8

NAME: ____________________

ADDRESS: ____________________

____________________ Post Code: ____________

Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW

Star Letter winners receive three free games! All letters win a YS badge!

I'm feeling a bit tired after all that horseriding last month so I won't keep you long. Apart from finding it very difficult to sit down at the moment, I think all that fresh air's done me good. The others were definitely right to send me out of the shed, but perhaps I need something a little less energetic, something that doesn't make me ache so much. Linda suggested butterfly catching but I don't think that running along waving a little net in the air is really quite me. I need something more earthy. I want to express my affinity with the soil. Maybe I'll take up pig-wrestling, or welly-tossing, or something. (Or maybe I'll just have a quick look at your letters first.)

SPOOK!

Can you help me? My Speccy has become possessed by Satan and I really don't know what to do! In recent months, I've witnessed (with my own eyes) a mysterious power cut (which, spookily enough, happened whilst I was having a nosey about in the fuse box), a joystick that inexplicably broke whilst playing *Daley Thompson's Olympic Challenge* and numerous games that just refuse to load!

My chum, Bertie, reckons I'm locked in mortal combat with the devil himself! (And he should know, his dad knows someone who knows Harry Secombe's milkman. And he's got a TV in his bedroom.) Is it possible to have my +2 exorcised?

Graeme The Troll
Aberdeen

Well, Graeme The Troll, we've been having exactly the same problem. In fact, ever since we did that spooky Speccy spread in Pssst we've been positively inundated with letters like yours. Across the nation, Speccies are behaving in the most untoward manner. We got the local Father in to sort ours out but it didn't seem to do much good. Some holy water dripped down through the keyboard and our Spec refused to work for ages.

Father O'Myne was quite upset that we'd called him in and insisted that our Speccy's actions had nothing whatsoever to do with the Devil and everything to do with transistors, plugs and chips. We remained unconvinced.

(By the way, who's got a TV in their bedroom? Bertie, Bertie's dad, Harry Secombe or Harry Secombe's milkman?) **Ed.**

A WAR-CRAZED YOUTH WRITES

Do you realise that us kids who play computer war games and shoot-'em-ups are turning into a war-crazed generation of kids? (What a lot of rubbish!)

Well, that's what the people who were being interviewed on a radio program said. The thing which offended me was that they did not interview anybody who actually played the games. So I wrote and told them so. I was very surprised when I had a letter from them inviting me to go to the station with some of my friends to put our case over. It was great fun.

A lot of people actually phoned in to ask us questions and I think we changed a lot of people's minds. This all goes to prove that you've got to stand up and speak out if you want to get anywhere, don't you agree?

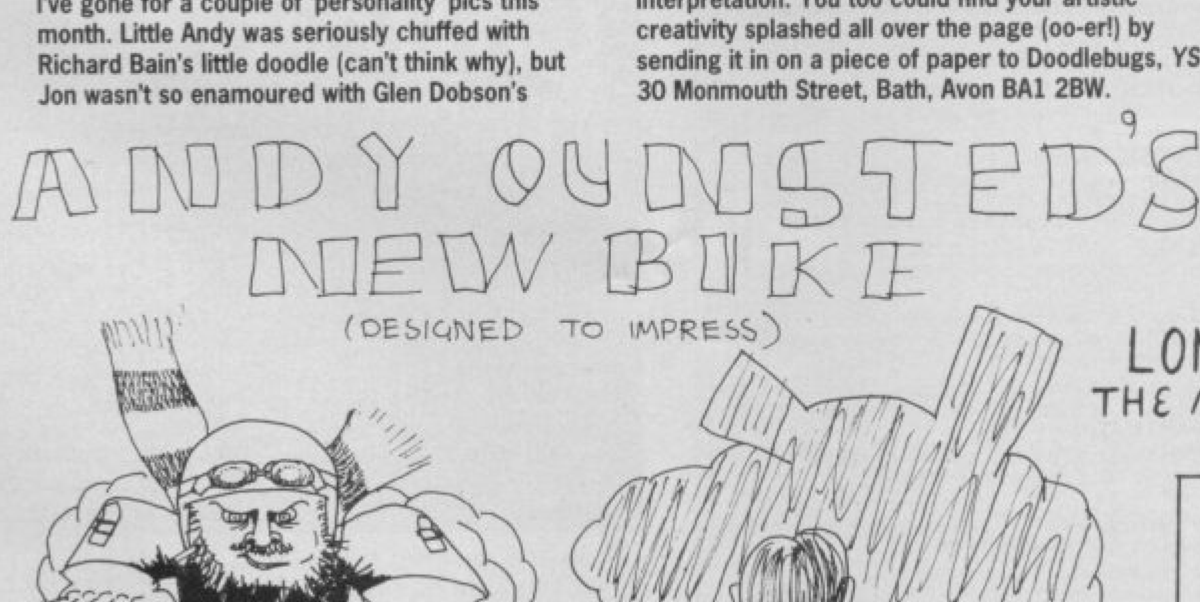
Paul Caister
Hastings, East Sussex

Oh, I agree! I'm always standing up and speaking and it's done me the world of good. I think young people should be made to speak in public – it's a learning, growing experience. When I was first made Ed I thought that James and Linda should be taught to overcome their natural shyness so I made them get up on the desk and talk for five minutes every day on a certain topic. They're very good at it now – they could go into a room full of people they've never seen before and talk about

DOODLEBUGS

I've gone for a couple of 'personality' pics this month. Little Andy was seriously chuffed with Richard Bain's little doodle (can't think why), but Jon wasn't so enamoured with Glen Dobson's interpretation. You too could find your artistic creativity splashed all over the page (oo-er!) by sending it in on a piece of paper to Doodlebugs, YS, 30 Monmouth Street, Bath, Avon BA1 2BW.







STARLETTER



SPOTT – ED! (ALMOST)

Did you go to the Sunerwest World in Minehead because if you did then I was the idiot that kept staring at you. You can hardly blame me for staring – the shock of seeing a world wide star disturbed me!

Darren Calafato
Eastleigh, Hampshire

Sorry, Darren, I'm afraid you got the wrong man! I've never been to Minehead in my life and I'm not likely to start now. Not now that I'm so rich and famous and charming and everything.

I am actually incredibly famous, in a subtle kind of a way. I always get people staring at me whenever I walk past the computer mag bit in WH Smiths. But I do wish you lot would be a bit more adventurous – you can come up and talk to me if you like! It's very lonely being famous. I was talking to Mads on the phone just the other day and she said she felt the same way. It's not all games and parties you know, Spec-chums (although, of course, a lot of it is).

So, next time you see me alone amongst the supermarket shelves or walking through the sun-dappled streets of Bath (all by myself, sob) be sure to come up and tap me on the shoulder and we can swop a few pleasantries. (And you can thank me for sending you three free games for no discernible reason whatsoever.) **Ed.**

any subject whatsoever, like a match, or an aubergine, or anything! Of course, they're best at talking about things like shooting drug pushers and blowing up tanks. (Cos that's what they do all day.)

And your letter just goes to show that it's talk which really changes things – not force. Unless of course you want to invade another country or kill a lot of people – in cases like that it must be said that actions speak louder than words. **Ed.**

OH, MONKEYS!

Last week I went to the zoo and I took my brilliant *YS*. Halfway round I was just reading the preview of *Toki* when a monkey swiped my mag. I watched while it got ripped up, crying my eyes out. When we got home, I begged my mum to get me a new one and, of course, she did.

Andy Kelly
Manor Green, Birkenhead

Your sad tale had us all in tears but we all cheered up at the happy ending. I'm sure there must be a moral in there somewhere and I looked and looked but I couldn't find it. Erm, maybe all YS readers have lovely mums, or maybe you should never read about monkeys in front of other monkeys.

Anyway, thankyou for sharing such a lovely story with us all. Now go away. **Ed.**

A CHALLENGE FOR CHIP

My name is Chip. I have a problem and I wonder if you could help. Here is an example...

Once, while holidaying in France, I befriended a chap called Pierre Cardin. He rode past every day on his bicycle. "Bonjour!" he would call. "Bonjour!" I would reply. But it wasn't until eight days of this that I realised that he was a furniture shop from Dunfermline. I was so shocked I boarded the nearest plane to Heathrow and when I got back I instantly bought a copy of *Delta Charge* by Thalamus.

Is there any cure for my ailment? I've done this 18 times. (Oh, and Linda Barker used to be Harold Wilson's pocket Welshman. She would scream every day: "Hello, boyo! Fancy a leek?" He would then go the toilet.)

Chip
Peterborough, Cambridgeshire

Crikey! How strange. You really should lie down more often, Chip. You know what the doctor said – plenty of rest and no excitement. Also, make sure that you sleep well away from any draughts. Those naughty little winds can get into your head through your ears or nostrils and, once they're in, they run around wreaking havoc.

So you've got 18 copies of Delta Charge? Maybe you should give your analyst more money – he's obviously doing a dangerous job. Was he the one who told you about Linda? (I can't think of anywhere else you could have heard it from.) **Ed.**

MY MATE FANCIES YOUR MATE

Hippies know all about love, so I was wondering if you could give a friend of mine some advice.

We both work in a shop and one of the girls I work with has told me she fancies him. He is 18 and has never had a girlfriend so, when I told him, he didn't know how to handle it. I advised him to ask her out for a drink but he made up some excuse. He's really shy cos once he was told that the prettiest girl in the class fancied him. But it was a joke and when he plucked up the courage to ask her out she told him to go away.

Any help you can offer will be greatly appreciated.

As to my own taste in men, you can forget the Rich Pelleys of this world. Damien Boater (from Letters, June 1991 ish) sounds much more interesting! Do you happen to know if he's got long hair? I *do* prefer men with long hair who like peace and do a lot of those Churchill 'V'-signs.

Annabel Lafyette
Frimley, Surrey

It's tres strange, my little Annabel, that you should come from the same county, nay, the very same village, as Damien Boater. In fact, I think that either you are Damien Boater or you fancy Damien Boater (and you want him to know it). But we'll ignore this for the moment and settle down to the advice bit.

Obviously, fear is a big factor here and your friend must be

SMALL PRINT



Personally, I'd blame it all on the repeal of the corn laws.
The Mad Black Pudding Of Bury
Tsk, them blimmin' radicals. I wouldn't throw them as far as I could smell 'em. **Ed.**

This letter has nothing to do with pink elephants.
A Purple Piece Of Orange Peel
That's a shame. My first thought on waking this morning was "I hope I get a letter about pink elephants". You've ruined my day. **Ed.**

Nurse! Is dinner ready? My foot's getting better.
Scott Kember, Gwent
Ooh, Mr Kember, you naughty man. Take that thermometer out of there, it's time for your bedbath. **Ed.**

I am writing on behalf of the Lincoln Chimney Spotters' Association...
Jason Robinson, Lincoln
Sorry, I haven't got any change. I just gave my last 20 pee to some juggling bloke. **Ed.**

We must keep the Lord God Vic Reeves from students and schoolgirls. He must remain pure brethren.
Archbishop Brown, Telford
It's probably a good idea if you keep him out of YS' way too. (Well, we don't want him nicking any of our ideas, do we?) **Ed.**

WONDERFUL WORLD OF SPECCY



Those Romanians, eh? They're completely mad. In fact it's probably safe to say that, if you want to remain sane, you'd better not touch the place with a bargepole. Here's why...

PRIDE (IN THE NAME OF LOVE)

Hello! I am a guy from Romania. A year ago I had a Speccy and so I bought your mag (of course not from Romania). I found it very good.

But now let's get to the point. I said I had a Speccy. My father was proud of my skills in programming (I was programming in machine code and in Basic, of course). And so he told me one day: "Son, I am proud of you! You have made progress, so I thought you might want an IBM-AT." (It sounds like the reply from a fairytale.) I knew it was a powerful machine, so I approved... *(It goes on a bit, so we'll get to the point. Ed)*

...Can you send me the address of McAlpee Centre?

Htac Gistiano
Bucharest, Romania

I have a similar tale to tell. I'm just a normal guy from Yorkshire and a few years ago I had a toy magazine. (You know – one of those where you put all the little letters into a groove and press it on an ink pad and then onto the paper.) My mum was so impressed with my inky efforts that one day she said: "Son, I am proud of you! You have made progress, so I thought you might want a word processor." (It sounds like something from a fairytale!) I knew this would be better for my writing so I accepted her kind offer.

Our tales are so similar that I think we must be related. Or maybe we're from the same planet. But I still haven't heard of the McAlpee Centre. **Ed.**

KINDLY LEAVE THE STAGE



Ooh, I do like a laugh, and you lot keep me in stitches (I don't think).

Talk about surreal. Here's **Siadwell** of Mars...

Q: What do an apple and orange have in common?
A: Neither of them can drive tractors.

And if you had trouble understanding that then you'd be best off skipping the next bit. The following 'jokes' are from **Bogdan Horotan** (from Romania)...

Two eagles were sitting atop a mountain. One was bald and one was about to fall!

See? And what about this one...

Three horses were crossing the street. One was black, one was white and one was too slow to jump out of the way!

Personally, I think the name was the funniest bit. Bogdan indeed.

convinced that girls are nothing to be afraid of. Now obviously you're his friend and you're a girl, so he can't be petrified of them.

Why not arrange for a large party of friends from work to go out together – to the pub, or the cinema? The two will meet, get on incredibly well and then you can go and see to Damien. If you find that his locks aren't long enough then why not pop round to the shed for tea? **Ed.**

'S NOT FAIR

I'd just like to say that I read your mag every month and I think it's really cool. But what I am really writing for is to tell you all about my older brother. He's always boasting about his games as he calls them. I like playing on the Speccy a lot but I hardly ever get a chance to cos it's in his room and he always gets there first. Another thing that isn't fair is that he gets £3 pocket money and I get £1.50 just because he's two years older than me. *(Everybody say "Ahh". Ed)*

So, he buys a game every week and it takes me two weeks to get one. So he's got twice as many games as me and he does go on about it. Could you please print this in the next issue and send me a game so I can boast to my brother?

Peter Andrew Davies
Caerphilly, Mid-Glamorgan

Life's not fair, Peter Andrew. Take it from one who knows – it can be a right bast. Just when you think everything's going right Life'll turn up with an uninvited dinner guest (so to speak).

But don't let Life get you down. Just remember that when you're grown up you can buy as many computer games as you want and live on Angel Delight and Maltesers. I do. **Ed.**

YOU WHAT?

Gor blimey! Mr Sugar, Sir, please, guv, please don't invest in Tottenham, Sir, 'cos if yer do, "wuz", we'll 'ave that bleedin' Gazza all over the Speccy advertisin', prob'ly, won't we, an' we don't want that now do we, eh? Eh?

The Man With The Stick
Port Talbot, West Glamorgan

Wuz? Eh? **Ed.**

TRAINSPOTTERS



BRAINSPOTTER

I claim a Trainspotter cos in issue 67 you said Arno Van Der Hulst's game on the tape was called *Brainstorm* but in the mag you called it *Brainsport*. So please send me a Trainspotter.

Richard Joiner
London

You're so right! We had a bit of a problem with this one cos no-one could remember which name was right. Being incredibly organised and together I tidied Arno's letter into one of my filing cabinets. It was filed away so brilliantly that I couldn't find it again (hem). Over in this month's Tipshop, Linda's called it Brainsport so we'll pretend it was called that all along. (I don't want to upset her, she can get quite nasty!)

But calling a game by two names is hardly a mistake – we were just covering ourselves. One of those names is definitely right and seeing as nobody (apart from Arno) knows which one it is then you're not really entitled to a Trainspotter. **Ed.**

FAIR'S FAIR

I am claiming a Trainspotter for a mistake in ish 67. *(Oh, no! Not another one! Ed)* I am of course referring to page six. On the *Hijack* bit it says by CIA "If there's anything you want to know about a crim..." What's a crim? If you don't know then I want a Trainspotter. Now, you can't get much fairer than that, can you?

Scott McKay
Lochgelly, Fife

What a fair-minded chap you are. And what a stupid one. Of course I know what a crim is! As Editor it is part of my job to make sure that every word printed is understandable to our readers (or most of them anyway).

How can you not know what a crim is? Surely you could guess? Okay, I'll put you out of your misery. A crim is a criminal. So I know what a crim is and you can't have a Trainspotter. You can't say fairer than that, can you? **Ed.**

AD INFINITUM

I demand a Trainspotter (or even two) because...

On page 32 (ish 67) in the Badlands' tip it said you could get almost infinite spanners. How did Keiran work that out? (For the hard of thinking, it's impossible to have *almost* infinity.)

On page 39 you said that 'moutains' are usually worth a climb. What, pray tell, is a moutain? I think perhaps you may have neglected to put an 'n' in between 'mou' and 'tain'.

Whatever a Trainspotter is, send it to...

Richard Copley
Stourbridge

Almost infinity, eh? Well, that's not our mistake and only our mistakes deserve Trainspotters. I'm afraid that Linda took your letter to heart – like Keiran she was convinced that you can have almost infinity. James spent ages trying to explain that infinity is not a number and therefore you cannot have nearly infinity – you either have it or you don't. Linda refused to be convinced, James got very annoyed and the whole thing ended in tears. And it's all because of you.

A Trainspotter is a week old curry with nice green floaty bits and a few slugs thrown in for decoration and one will be speeding its way to you pretty soon. (Ha!)

Oh, and a moutain is almost a mountain (except it hasn't got an n and it's not quite as big). **Ed.**

FEMTO PICO



CLEVEREST SCIENTIST ON EARTH

There was quite a fuss down at the Neon Tepée in Penge the other week – Julia Roberts, surrounded by security guards, had jumped onto a table and was causing quite a fuss about something. It was horrific! The awfulness of it all can't be described. But we'll let Femto try.

I was shocked. I've seen some things in my time but this takes the biscuit (the whole packet of Custard Creams, actually). Julia, who's normally a dear, sweet girl, had leapt onto a table and, without provocation, informed the assembled dancers and drinkers that Einstein had been fundamentally incorrect in his premise that nothing can exceed the speed of light. She claimed she had evidence that sub-atomic particles called tachyons regularly whipped past her $2.65m Hollywood mansion (with heated pool) at over twice this speed.

I was outside, doing a spot of bouncing, when the furore started. The manager summoned me quickly (knowing that my scientific background was needed). I punched my way past Ms Roberts' (frankly puny) bodyguards, then explained to the excited, pouting 'Pretty Woman' that the existence of tachyons is as yet unproven (and if they do exist, they're what we scientists call tiny), so if she's been seeing them in Beverly Hills she ought to take a quiet holiday.

Unfortunately at that moment the table collapsed and Julia fell at my feet, breaking three of my toes and spraining my ankle.

So you see, it's not all glitz and glamour rubbing shoulders with the famous. Sometimes unpleasant science-related things have to be said, and if there are tears, well, we're all stronger and better people for shedding them. I know that Julia has more respect for high-speed sub-atomic physics and I feel her career can only benefit.

Time for a quick letter...

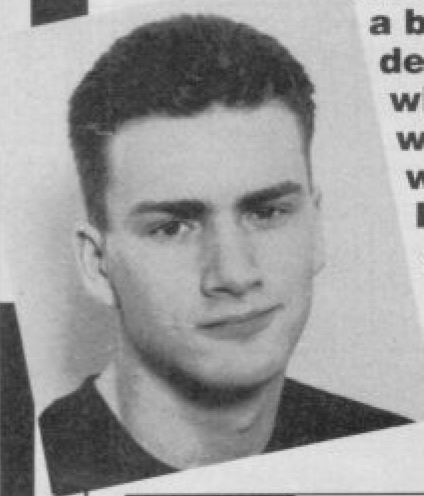
Dear Femto
I am studying Higher Geonavigationalaeronauticalthermicastrokineticalquantuminorganicplutonichomogenousgravitationalneuclonparticleaccceleratormonoatomicchromatographicsemiconductalelectrolycity...

Bert Astard, Windemere

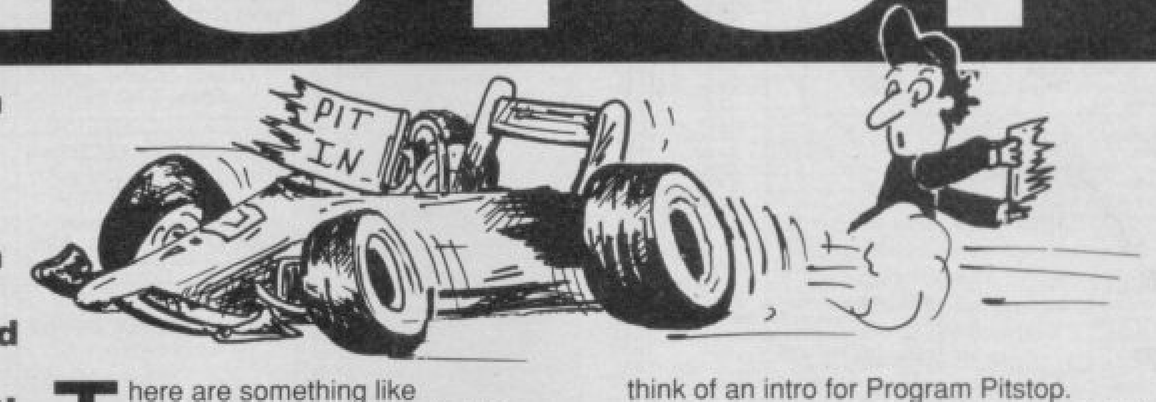
I had to cut Mr Astard's letter there because he's obviously lying. There's patently no such discipline. Go away, Mr Astard, you sad, sad individual, and stop wasting my time. Or I'll rip off your nostrils and use them as a putting green.

Bye!
Femto

PROGRAM PITSTOP



It's an oasis in a barren desert! It's what the world's been waiting for! It's the dead gurt lush **JONATHAN DAVIES** with his lovely listings!



There are something like 10,000,000,000 galaxies in the universe, and each one of those contains about 100,000,000,000 stars, each of which must have at least as many planets orbiting it.

And I had to be on this one. Trying to think of an intro for Program Pitstop.

There's only the one program this month. But it's very, very long so it should keep you occupied for a while. It's by **Ian Gledhill** and it's called *Chaos Editor*. And that's about it really. So I'll leave you in the capable hands of, um, me.

CHAOS EDITOR

by Ian Gledhill

There are no fancy names for Ian Gledhill's masterpiece – it's a plain and simple editor for *Chaos*, the groovy game which, as regular viewers will remember, was given away with *YS* 57. Crumbs, that's a year ago today! It'll let you alter everything from the graphics to all the numbers and things, and lots more besides.

The first thing to do is type it all in. No problems there – it's all in Basic, but if you do come a cropper then try switching to 48K Basic as 128K Basic can get a bit tied up in itself sometimes. When you've finished, save the program by typing SAVE "CHAOSED" LINE 2.

Then it's time to try it out. Reload the program with LOAD "" as usual, and, when it's finished, slip in your copy of *Chaos*. This'll then load in and you'll be ready to roll. A list of five options will pop up, the capital letter in each corresponding to the letter you've got to type to activate each choice. They're as follows...

Change Text All through *Chaos* there are lots of text messages, which you may like to alter to give the game that personal touch. Type in the message you want to change, and then, once the computer's found it (if it exists), the text you want to change it to. Not much use really, but at least it's there if you need it.

View This one lets you hunt through the Spectrum to find *Chaos*'s graphics. Type in the address you want to start searching from (the one the program suggests is probably sensible) and graphics will be displayed one by one (or just a load of mess if you've picked the wrong area of memory). Press Z to exit.

Change Name Here's where you can alter any of the characters' names. Just type in the old name and the new one.

Change Statistics Type in the name of a character and a massive list of numbers will appear on the screen. These are its statistics, which you can now change at will by typing in the new ratings when prompted. Having done so you can then save your modified version of the game (although you might want to change a few other things first).

Edit This is about the most complicated option. It's where you can change the graphics about (having located them with the View option). Move the cursor around the grid using the keys it tells you to, and press all the other keys it tells you to to make it do various other things. (Sorry, but they're all pretty self-explanatory.)

Once you've tweaked everything to your heart's content, and saved it with the Change Statistics option, you'll probably be wanting to know how to play it, won't you? Well, just load the first block of *Chaos* as usual (the Basic loader) and once that's gone in swop the tapes over so that your version of the code loads in instead of the orginal.

Writing *Chaos 2* this way is obviously going to be a pretty laborious process, but stick with it, eh?

```
   0>REM ***CHAOS EDITOR***
        *** V 3.1   by ***
        ***IAN GLEDHILL***
   1 GO TO 10
   2 CLEAR 31999: CLS : PRINT "P
lease rewind tape to beginning o
f 'chaos'": LOAD "CODE"CODE
```

```
  10 OVER 1: BORDER 1: PAPER 1:
INK 7: CLS : LET h=16405-3: LET
x=1: LET y=1: DIM c$(16,16): FOR
f=1 TO 16: LET c$(f)="000000000
0000000": NEXT f: DIM d(40)
  20 PRINT  FLASH 1;"PLEASE ENGA
GE 'CAPS LOCK'": INPUT "change T
ext, View, Change name, change S
tatistics, or Edit?";v$: CLS : I
F v$="V" OR v$="v" THEN  GO TO 1
510
  30 IF v$="T" OR v$="t" THEN  G
O TO 870
  40 IF v$="S" OR v$="s" THEN  G
O TO 600
  50 IF V$="C" OR V$="c" THEN  G
O SUB 1340: RUN
  60 INPUT "Address (NOTE: Anima
tions start at 60273)?";G
  70 LET addr=g: LET FR=4: GO SU
B 80: GO TO 90
  80 LET h=16402: FOR z=0 TO fr-
1: LET h=h+3: GO SUB 100: NEXT z
: RETURN
  90 GO TO 230
 100 FOR f=addr+(z*32) TO addr+(
z*32)+31 STEP 8
 110 GO SUB 120: GO TO 160
 120 FOR g=0 TO 7
 130 POKE h+g*256,PEEK (f+g)
 140 NEXT g
 150 RETURN
 160 LET h=h+1: LET f=f+8
 170 GO SUB 120
 180 LET h=h+31: LET f=f+8: GO S
UB 120
 190 LET h=h+1: LET f=f+8: GO SU
B 120
 200 LET h=h-33
 210 NEXT f
 220 RETURN
 230 LET ad=16384: GO SUB 250
 240 GO TO 350
 250 FOR f=0 TO 16: PLOT 0,f*8:
DRAW 128,0: PLOT f*8,0: DRAW 0,1
28: NEXT f
 260 PRINT AT 10,0," "; OVER 0;"
PRESS:"; OVER 1,,"  "; OVER 0;"Q
, A, O & P"; OVER 1,,"   "; OVER
 0;"TO MOVE,"; OVER 1,," "; OVER
 0;"'F' TO FINISH"; OVER 1,," ";
 OVER 0;"'S' TO SAVE"; OVER 1,,"
 "; OVER 0;"'N' FOR NEXT"; OVER
1,,"  "; OVER 0;"FRAME,"; OVER 1
```

```
,," ";
 270 PRINT  OVER 0;"'Z' TO QUIT"
; OVER 1,," "; OVER 0;"'C' TO CL
EAR"; OVER 1,," "; OVER 0;"' ' T
O TOGGLE"
 280 LET i$=INKEY$
 290 PRINT AT Y+5,X-1; OVER 1;"-
";
 320 LET x=x+(i$="P" AND x<16)-(
i$="O" AND x>1): LET y=y+(i$="A"
 AND y<16)-(i$="Q" AND y>1)
 330 IF i$="C" THEN  CLS : GO SU
B 80: GO TO 250
 340 IF I$=" " THEN  PRINT CHR$
8; OVER 1;"-";
 350 IF i$=" " THEN  GO SUB 420
 360 IF i$="F" THEN  GO SUB 1080
: GO SUB 500: GO SUB 620: RUN
 370 IF i$="S" THEN  GO SUB 580:
STOP
 380 IF i$="N" THEN  PRINT AT Y+
5,X-1; OVER 1;"-";: GO SUB 500:
LET addr=addr+32: OVER 1: GO SUB
 80: GO TO 260
 390 IF i$="Z" THEN  RUN
 400 IF I$<>" " THEN  PRINT CHR$
8; OVER 1;"-";
 410 GO TO 280
 420 OVER 0: IF c$(y,x)="0" THEN
 GO TO 460
 430 LET c$(y,x)="0"
 440 INVERSE 1: FOR z=1 TO 7: PL
OT (x+5)*8+z-48,128-(y*8)+1: DRA
W 0,6: NEXT z
 450 PLOT 200+x,191-(50+y): OVER
1: INVERSE 0: RETURN
 460 LET c$(y,x)="1"
 470 FOR z=1 TO 7: PLOT (x+5)*8+
z-48,128-(y*8)+1: DRAW 0,6: NEXT
 z
 480 PLOT 200+x,191-(50+y): OVER
1: RETURN
 490 GO SUB 500: RUN
 500 FOR f=1 TO 8: LET d(f)=VAL
("BIN "+c$(f, TO 8)): NEXT f
 510 FOR f=9 TO 16: LET d(f)=VAL
("BIN "+c$(f-8,9 TO )): NEXT f
 520 FOR f=17 TO 24: LET d(f)=VA
L ("BIN "+c$(f-8, TO 8)): NEXT f
 530 FOR f=25 TO 32: LET d(f)=VA
L ("BIN "+c$(f-16,9 TO )): NEXT
f
 540 FOR f=1 TO 32
 550 POKE addr+f-1,d(f): NEXT f
 560 RETURN
 570 STOP
 580 LET a$="CODE": SAVE a$CODE
32000,65535-32000: INPUT "Verify
?";v$: IF v$(1)="Y" THEN  VERIFY
 a$CODE
 590 PRINT "All saved.": PAUSE 0
: RETURN
 610 INPUT "Character (3 letters
 min.)?";t$: GO SUB 1260
 620 CLS : PRINT  OVER 0;"*Chara
cter Sheet of ";t$;"*": LET u$=t
$
 630 LET t$=t$( TO 3)
 640 PRINT : PRINT "Combat
      ";PEEK (h+13): PRIN
T : PRINT "Ranged Combat
     ";PEEK (h+14)
 650 PRINT : PRINT "Range
      ";PEEK (h+15): PRIN
T : PRINT "Defence
     ";PEEK (h+16)
 660 PRINT : PRINT "Movement All
owance      ";PEEK (h+17): PRIN
T : PRINT "Magic Resistance
     ";PEEK (h+18)
 670 PRINT : PRINT "Manoeuvre Ra
ting        ";PEEK (h+19): PRIN
T : PRINT "Law/Chaos Rating
     ";PEEK (h+21)
 680 INPUT "Combat?";b: POKE (h+
13),b
 690 INPUT "Ranged Combat?";b: P
OKE (h+14),b
 700 INPUT "Range?";b: POKE (h+1
5),b
 710 INPUT "Defence?";b: POKE (h
+16),b
 720 INPUT "Movement Allowance?"
;b: POKE (h+17),b
 730 INPUT "Magic Resistance?";b
: POKE (h+18),b
 740 INPUT "Manoeuvre Rating?";b
: POKE (h+19),b
```

```
 750 INPUT "Law/Chaos Rating?";b
: POKE (h+21),b
 760 CLS : PRINT "*Character She
et of ";u$;"*"
 770 PRINT : PRINT "Combat
      ";PEEK (h+13): PRIN
T : PRINT "Ranged Combat
     ";PEEK (h+14)
 780 PRINT : PRINT "Range
      ";PEEK (h+15): PRIN
T : PRINT "Defence
     ";PEEK (h+16)
 790 PRINT : PRINT "Movement All
owance      ";PEEK (h+17): PRIN
T : PRINT "Magic Resistance
     ";PEEK (h+18)
 800 PRINT : PRINT "Manoeuvre Ra
ting        ";PEEK (h+19): PRIN
T : PRINT "Law/Chaos Rating
     ";PEEK (h+21)
 810 PRINT AT 21,0;"DESIGNING IS
 NOW COMPLETED."
 820 PAUSE 0
 830 INPUT "SAVE?";a$
 840 IF a$ = "n" OR a$="N" THEN
 RUN
 850 GO SUB 580
 860 STOP
 880 INPUT "What text (3 letters
 min.)?";t$: LET u$=t$
 890 PRINT "Searching...": FOR f
=53227 TO 54185
 900 IF PEEK f=CODE t$(1) THEN
GO SUB 920
 910 NEXT f
 911 GO TO 880
 920 FOR G=1 TO LEN T$-1
 921 IF PEEK (F+G)<>CODE T$(G+1)
 THEN  RETURN
 922 NEXT G
 923 GO TO 940
 930 RETURN
 940 PRINT  OVER 0;"Found ";U$;"
 at ";F
 950 INPUT "What Text To Replace
 it with (3 letters min.)?";T$
 960 IF LEN t$=LEN u$ THEN  GO T
O 1020
 970 IF LEN t$<LEN u$ THEN  GO T
O 1000
 980 INPUT "That is too long. Sh
all I        truncate it?";r$: LE
T r$=r$(1): IF r$="N" THEN  CLS
: GO TO 940
 990 LET t$=t$( TO LEN u$): GO T
O 1020
1000 INPUT "That is too short. S
hall I add  some spaces?";r$: LE
T r$=r$(1): IF r$="n" THEN  CLS
: GO TO 940
1010 LET z$="
  ": LET t$=t$+z$( TO (LEN u$-LE
N t$))
1020 FOR G=0 TO (LEN U$-1)
1030 POKE F+G,CODE (T$(G+1))
1040 NEXT G
1050 PRINT "All Done.": INPUT "S
ave?";S$: IF S$(1)="N" THEN  PAU
SE 0: RUN
1060 GO SUB 580: RUN
1070 STOP
1080 CLS
1090 INPUT "Character?";T$: INPU
T "How many frames (with body)?"
;fr: GO SUB 1350
1100 IF FR<4 THEN  LET FR=4
1110 BORDER 7: PAPER 7: INK 0: C
LS : LET d=0
1120 FOR f=0 TO 255
1130 IF F=80 THEN  GO TO 1170
1140 IF f=80 AND d<>1 THEN  PRIN
T : PRINT : BRIGHT 1: LET d=1:
1150 PAPER INT (f/8)-(10 AND d=1
): INK (f-(INT (f/8)*8)): PRINT
f;"     "( TO 4-LEN STR$ f);
1160 NEXT f
1170 FOR f=1 TO fr
1180 PRINT "Which colour for fra
me ";f;"?": INPUT col: IF col<0
OR col>79 THEN  GO TO 1170
1190 POKE h+22+(f*3),col
1200 NEXT f
1210 INPUT "Delay (255=longest)?
";d: POKE h+22,d
1220 CLS : REM PRINT "Designing
completed"
1230 BORDER 1: PAPER 1: INK 7: C
LS
```

```
1240 RETURN
1250 CLS : INPUT "Character (3 l
etters min.)?"; LINE t$: LET t$=
t$( TO 3): GO SUB 1260: PRINT "T
ext at ";h: PAUSE 0: GO TO 1250
1260 PRINT AT 0,0;"Searching..."
1261 FOR F=58467 TO 60303
1262 LET A=PEEK F
1263 IF A=CODE (T$(1)) THEN  GO
TO 1290
1270 GO TO 1320
1280 LET h=f: RETURN
1290 FOR g=1 TO LEN t$-1
1291 LET B=G+F
1292 IF PEEK B<>CODE (T$(1+G)) T
HEN  GO TO 1320
1293 NEXT g
1294 GO TO 1280
1320 NEXT f
1321 INPUT "Couldn't find name.
New name?";t$: GO TO 1260
1330 STOP
1340 OVER 0: INPUT "Character (3
 letters min.)?"; LINE t $: LET
U$=T$
1360 GO SUB 1260
1361 LET U$=T$
1370 IF t$="end" THEN  STOP
1380 PRINT AT 0,0; OVER 0;"FOUND
 AT ";h: INPUT "What to be repla
ced with (3 letters min.)?";n$
1390 IF LEN n$=LEN u$ THEN  GO T
O 1460
1400 IF LEN n$<LEN u$ THEN  GO T
O 1440
1410 INPUT "That is too long. Sh
all I        truncate it?";r$: LE
T r$=r$(1): IF r$="N" THEN  CLS
: GO TO 1380
1420 LET n$=n$( TO LEN u$)
1430 GO TO 1460
1440 INPUT "That is too short. S
hall I add  spaces?";r$: LET r$=
r$(1): IF r$="N" THEN  CLS : GO
TO 1380
1450 LET z$="
  ": LET n$=n$+z$( TO (LEN u$-LE
N n$))
1460 FOR F=1 TO LEN N$: POKE f+H
-1,CODE n$(F): NEXT F
1470 CLS : LET T$=N$: RETURN
1480 STOP
1490 GO SUB 250: FOR x=0 TO 8: P
LOT x,0: DRAW 0,8: NEXT x
1500 INVERSE 1: FOR x=1 TO 7: PL
OT x,1: DRAW 0,6: NEXT x: INVERS
E 0
1520 OVER 0: LET h=16384
1530 INPUT "Address (NOTE:animat
ions start  at 60273)?";g: LET a
ddr=g
1540 PRINT AT 5,10;"PRESS 'Z' TO
 EXIT": FOR f=addr TO 65535 STEP
 8
1550 LET h=16384: GO SUB 1560: G
O TO 1600
1560 FOR g=0 TO 7
1570 POKE h+g*256,PEEK (f+g)
1580 NEXT g
1590 RETURN
1600 LET h=h+1: LET f=f+8
1610 GO SUB 1560
1620 LET h=h+31: LET f=f+8: GO S
UB 1560
1630 LET h=h+1: LET f=f+8: GO SU
B 1560
1640 PRINT AT 0,10;f-24;"  ";f+7
1641 LET I$=INKEY$: IF I$="" THE
N  GO TO 1641
1642 IF I$="Z" THEN  RUN
1650 NEXT f
1660 STOP
1670 STOP
```

GOSH

Doesn't time fly when you're typing in programs, eh? I'm already on the look-out for some goodies for next month though, so if you've got anything suitable, pop it onto a tape or disk and send it to me at Program Pitstop, *YS*, 30 Monmouth Street, Bath BA1 2BW. There's £50 for the best program each month, remember.

THE CHARTS

READY, STEADY, GO!

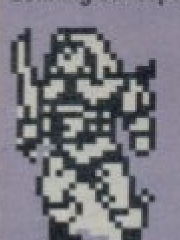
FULL PRICE

Pos	Last	Title	Publisher	Score	Review
1	(NE)	*Hero Quest*	Gremlin	86°	*YS* 65
2	(2)	*Viz*	Virgin	76°	*YS* 67
3	(1)	*Teenage Mutant Hero Turtles*	Mirrorsoft	90°	*YS* 61
4	(3)	*F16 Combat Pilot*	Digital Integration	92°	*YS* 60
5	(5)	*Multi Player SM*	D&H Games	85°	*YS* 65
6	(6)	*Big Box*	Beau Jolly	NR	
7	(4)	*Power Up*	Ocean	90°	*YS* 66
8	(12)	*Robocop 2*	Ocean	93°	*YS* 63
9	(13)	*Golden Axe*	Virgin	91°	*YS* 61
10	(NE)	*Shadow Dancer*	US Gold	85°	*YS* 66
11	(18)	*Subbuteo*	Electronic Zoo	81°	*YS*59
12	(11)	*Navy SEALs*	Ocean	86°	*YS* 62
13	(NE)	*Fun School 3*	Europress	NR	
14	(8)	*Total Recall*	Ocean	84°	*YS* 63
15	(15)	*Hollywood Collection*	Ocean	87°	*YS* 60
16	(9)	*Back To The Future 3*	Mirrorsoft	82°	*YS* 63
17	(RE)	*SCI Chase HQ 2*	Ocean	71°	*YS* 63
18	(17)	*Super Monaco Grand Prix*	US Gold	82°	*YS* 65
19	(NE)	*Kick Off 2*	Anco	80°	*YS* 61
20	(20)	*Skull And Crossbones*	Domark	72°	*YS* 67

BUDGIES

Pos	Last	Title	Publisher	Score	Review
1	(1)	*Dizzy Panic*	CodeMasters	49°	*YS* 66
2	(2)	*Magicland Dizzy*	CodeMasters	90°	*YS* 63
3	(NE)	*Quattro Cartoon*	CodeMasters	90°	*YS* 68
4	(3)	*Dragon Ninja*	Hit Squad	60°	*YS* 66
5	(4)	*Slightly Magic*	CodeMasters	94°	*YS* 66
6	(7)	*Continental Circus*	Mastertronic	62°	*YS* 65
7	(8)	*Euro Boss*	E&J	NR	
8	(5)	*Kwik Snax*	CodeMasters	92°	*YS* 62
9	(9)	*Multimixx 1*	Kixx	83°	*YS* 67
10	(6)	*Double Dragon*	Mastertronic	70°	*YS* 62
11	(NE)	*Red Heat*	Hit Squad	76°	*YS* 68
12	(NE)	*Professional Footballer*	Cult	64°	*YS* 69
13	(12)	*Kenny Dalglish SM*	Zeppelin	90°	*YS* 63
14	(10)	*Paperboy*	Encore	68°	*YS* 48
15	(20)	*Cavemania*	Atlantis	70°	*YS* 48
16	(11)	*Quattro Adventure*	CodeMasters	95°	*YS* 58
17	(15)	*Scooby And Scrappy-Doo*	Hi-Tec	74°	*YS* 68
18	(13)	*Treasure Island Dizzy*	CodeMasters	90°	*YS* 63
19	(14)	*Dizzy Collection*	CodeMasters	90°	*YS*63
20	(NE)	*Kick Off*	Anco	80°	*YS* 50

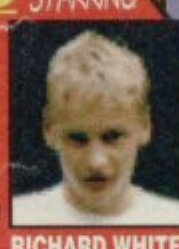
Blimey! The totally impossible's just happened – the Turtles have been toppled from the top spot! Hur-*rah*! Gremlin's *Hero Quest* is the game we ought to be donning our caps to, which is a bit of a surprise in itself, since it's been hanging around outside the Top 20 for quite some time now, minding its own business and not doing an awful lot. Probably like *Shadow Dancer* which makes a belated entry at No.10. Spook, eh?



Barbarians ahoy in *Hero Quest*!

SPEC-CHUM fave 5 STARRING

1. *F16 Combat Pilot* Digital Integration
2. *Midnight Resistance* Ocean
3. *North And South* Infogrames
4. *European Superleague* CDS
5. *Multimixx 1 Golf* Kixx



RICHARD WHITE!

Kicking off anew reader's chart is **Richard White** from Lowestoft. According to Rich, *F16* is "simply the best flight sim going" and "*Midnight Resistance* might be old but it's still got great graphics and colour!". Couldn't agree more, Rich!

And if *you* want to see your chart in print then send it off to *The Fave 5* at the usual address!

After a few months of hectic activity, the bargs are settling down. The Codies retain their top placings with this month's highest new entry, the *Quattro Cartoon* pack, but there's still room for other stuff. *Kick Off* pokes its head round the corner at 20 for a return visit, Cult score with *Professional Football* at 12, and Arnie elbows in with the rereleased *Red Heat* at 11. It's all go in Barg City!



SO HOWZ IT ALL WORK THEN?

Well, it's all jolly simple. The number in brackets is where the game stood in last month's charts (with NE for New Entry), and the percentage at the end of the line is the score that we originally gave it, followed by the issue that the review appeared in. NR means that we've never reviewed it at all (but we probably will!). And finally, the *YS* Charts are compiled for us by Gallup (so ta very much to them).

WIN
THIS FANTASTIC PETROL-POWERED SUZUKI QUAD!



THIS MINI QUAD HAS A 50cc PETROL ENGINE AND CAN BE RIDDEN BY ANYONE OVER THE AGE OF FIVE!
IT'S FOUR WHEELS OF FUN, FUN, FUN!

CALL 0839 550008

WIN
THIS FULL-SIZE 4 PLAYER SIMPSONS ARCADE GAME

IT'S THE GENUINE THING IT'S MASSIVE!
IT'S JUST LIKE THE ONES IN THE ARCADES AND IT COULD BE ALL YOURS!



TO ENTER THIS AMAZING COMPETITION JUST CALL

0839 550007

WIN
THIS AMAZING PILE OF SKATE GOODIES!



THE PRIZE INCLUDES:
- A PROFESSIONAL SKATEBOARD!
- A PAIR OF TOTALLY TRICK PRO ROLLERSKATES
- 3 FREE SKATESHIRTS

0839 550009

HEY FOOTBALL FANS!
YOU COULD WIN ONE OF THESE STUNNING PRIZES!

- A FOOTBALL SIGNED BY ALL THE ENGLAND TEAM!
- A FULLY SIGNED ARSENAL TEAM SHIRT!
- A LIVERPOOL SHIRT SIGNED BY ALL THE TEAM PLUS PAST HEROES!
- A RARE GO WITH GAZZA T-SHIRT SIGNED BY THE MAN HIMSELF!
- A FOOTBALL SIGNED BY THE NOTTS FOREST CUP WINNING TEAM!



CALL 0839 550015



WIN! A MONGOOSE MOUNTAIN BIKE!!

CALL 0839 550019

JOIN THE LATEST TREND WITH A PAIR OF ROLLERBLADES!!

CALL 0839 550018

WIN! ONE OF THESE MAGIC MUSIC MAKERS
- ELECTRONIC KEYBOARD
- ELECTRIC BASS GUITAR
- ELECTRONIC GUITAR
- COMPLETE DRUM KIT

CALL 0839 550016

WIN! A YAMAHA BI-WIZZ SCOOTER!
HERE'S ONE FOR MUM!



CALL 0839 550010

WIN! A YAMAHA PW-80 MINI MOTORBIKE!



CALL 0839 550006

CALL NOW!

CALLS COST 34p (CHEAP RATE) and 45p (AT ALL OTHER TIMES) PER MINUTE INC. VAT.
FOR WINNERS LIST SEND S.A.E. TO: MEGAFONE LTD, SANDYLANDS HOUSE, MORECAMBE, LA3 IDG.
AVERAGE CALL DURATION 5.5 MINUTES ASK YOUR PARENTS PERMISSION BEFORE YOU CALL.

SOFTWARE CITY

Unit 4, B.D.C, 21 Temple Street, Wolverhampton WV2 4AN Tel: 0902 25304

Call us on: 24 Hour Credit Card Hotline 0902 25304

SPECTRUM SELLERS

Title	Price
2 Player Soccer Squad (D&H)	3.99
2 Player Super League	3.99
1942	2.99
A.P.B.	3.99
A.T.F. (Adv. Tactical Fighter)	2.99
Ace 1	1.99
Afterburner	3.99
American Football	2.99
Arcade Fruit Machine	2.99
Arkanoid 1 or 2	3.99
Australian Rules Football	2.99
Barbarian or Barbarian 2	3.99
Batman	3.99
Batman The Caped Crusader	3.99
Battleships	1.99
Beach Head 1 & 2 & Raid-Moscow	4.99
Blinky's Scary School	2.99
Boulderdash 1 or 2 or 4	2.99
The Boxer	3.99
Boxing Manager	3.99
British Super League	3.99
Bubble Bobble NEW	3.99
Buggy Boy	2.99
C.J's Elephant Antics	3.99
California Games	3.99
Championship Golf	3.99
Chuckie Egg 1 or 2	3.99
Classic Punter	2.99
Classic Trainer	2.99
Classic Trainer 2	2.99
Commando	2.99
County Cricket (D & H)	3.99
Cricket Master	2.99
Cup Football	3.99
Cup Manager	2.99
Daley Thompsons Decathlon	3.99
Daley Thompsons Olympic Chall.	3.99
Dizzy Panic	3.99
Dominoes	2.99
The Double	2.99
Double Dragon	3.99
Dragon Ninja	3.99
Driller	3.99
Empire Strikes Back	3.99
Euro Boss	2.99
Euro Soccer Challenge	2.99
Fantasy World Dizzy	3.99
F.1 Tornado	2.99
Fighter Pilot	2.99
First Past The Post	3.99
Football Champions	3.99
Football Director	3.99
Football Manager	2.99
Football Manager 2	2.99
Football Manager 2 Expansion	2.99
Football Manager World Cup	2.99
Formula 1 Grand Prix	2.99
Frank Bruno	2.99
Fruit Machine Sim 2	3.99
Gary Linekers Hotshots	3.99
Graham Gooch Cricket	2.99
Ghosts and Goblins	2.99
Ghostbusters	1.99
Ghostbusters 2	3.99
Grand National	1.99
Great Escape	3.99
Green Beret	3.99
Grid Iron 2	2.99
Gryzor	3.99
I.K. +	3.99
Ikari Warriors	2.99
Inspector Hecti In The Interchange	3.99
International Football	3.99
International Manager	3.99
International Rugby	3.99
Jet Set Willy	1.99
Jocky Wilson Compendium Of Darts	3.99
Kenny Dalglish Soccer Manager	2.99
Kentucky Racing	2.99
Kick Off	3.99
Kwik Snax	3.99
L.E.D. Storm	3.99
Lop Ears	2.99
Macadam Bumper Pinball	2.99
Magicland Dizzy	3.99
The Manager	2.99
Manic Miner	2.99
The Match NEW	3.99
Matchday 1 or 2	3.99
Mike Reids Pop Quiz	2.99
Mini Office	2.99
Monty On The Run	2.99
Motor Cycle 500	3.99
Nigel Mansell Grand Prix	2.99
Night Gunner NEW	2.99
On The Bench	3.99
Operation Wolf	3.99
Outrun	3.99
Paperboy	2.99
Passing Shot Tennis	3.99
Popeye 2	2.99
Postman Pat 1 or 2	2.99
Pro Golf (Codemasters)	3.99
Professional Footballer NEW	3.99
Quattro Adventure	3.99
Quattro Arcade	3.99
Quattro Cartoon	3.99
Quattro Combat	3.99
Quattro Fire Power	3.99
Quattro Racers	3.99
Quattro Sports	3.99
Question Of Sport	2.99
R-Type	3.99
Rambo 3	3.99
Real Ghostbusters	3.99
Red Head	3.99
Renegade 3 NEW	3.99
Return of the Jedi	3.99
Rock Star Ate My Hamster	3.99
Rugby Coach (D & H)	3.99
Rugby Manager	2.99
Run The Gauntlet	3.99
Running Man	3.99
Saboteur 1 or 2	1.99
Salamander	2.99
Sam Fox Strip Poker	2.99
Scooby Doo and Scrappy Doo	3.99
Sharkeys Moll NEW	3.99
Silkworm	3.99
Slightly Magic	3.99
Snooker Management (D & H)	3.99
Snooker Manager	2.99
Soccer 7	3.99
Soccer Director	2.99
Soccer Q	3.99
Spike In Transylvania NEW	3.99
Spitting Image	2.99
Spy V Spy 1 or 2	2.99
Stack Up NEW	2.99
Steve Davis Snooker	2.99
Striker	3.99
Striker Manager	3.99
Strip Poker 2	2.99
Subbuteo	3.99
Super Hang On	3.99
Super Stock Cars	2.99
Target Renegade	3.99
Technocop	3.99
Tellywise	2.99
Tetris	2.99
Theatre Europe	2.99
Thunderblade	3.99
Thundercats	2.99
Tomahawk	2.99
Top Gun	3.99
Tracksuit Manager	2.99
Trap Door 1 and 2	2.99
Treasure Island Dizzy	3.99
Treble Champions	4.99
Untouchables NEW	3.99
Vikings	2.99
Vindicators NEW	3.99
Wacky Darts	3.99
Wec Le Mans	3.99
Wembley Greyhounds	3.99
Wonderboy	3.99
World Class Leaderboard, Leaderboard & Tournament	4.99
Xenon	2.99
Yes Prime Minister	2.99

SOFTWARE CITY SPECIALS

Title	Price
Altered Beast	3.99
Badlands	3.99
Boulderdash 1 & 2	3.99
Captain Blood (Disk only)	3.99
Captain Fizz	2.99
Continental Circus	1.99
Crackdown	2.99
Deactivators	0.75
Double Dragon 2	3.99
Dragon Breed	3.99
Enlightenment (Druid 2)	0.99
Escape Planet Robot Monsters	4.99
Fighter Bomber	4.99
Final Mission	1.99
Gazza's Super Soccer	3.99
Ghostbusters 2	3.99
Ghouls and Ghosts	3.99
Hammerfist	2.99
Hard Drivin'	2.99
Heavy Metal + Beach Head	3.99
Intensity	0.75
International 3D Tennis	3.99
Karyssia Adventure	2.99
Kenny Dalglish Soccer Match	2.99
Magnetron	0.75
Mooncresta	1.99
Ninja Warriors	3.99
Overlander (Disk only)	3.99
Pipemania	3.99
Powerdrift	3.99
Salamander	2.99
Sanxion	2.99
Shackled	1.99
Snowstrike	3.99
Spytrek Adventure	1.99
Starglider 2	6.99
Starstrike 1 & 2	1.99
S.T.U.N. Runner	3.99
Subterranean Nightmare	1.99
Teenage Mutant Hero Turtles	4.99
Tempest	1.99
Tetris (Disk only)	3.99
X-Cel	1.99

FULL PRICE	CASS	DISK
3D Construction Kit	17.50	17.50
Ancient Battles	10.99	N/A
Back To The Future 3	7.50	10.99
Battle of the Bulge	9.99	N/A
Brian Clough's Football Fortunes	7.50	9.99
Chase H.Q. 2	7.50	10.99
Chips Challenge	7.50	N/A
Colossus Bridge 4	8.99	10.99
Colossus Chess 4	7.50	10.99
Crete 1941	9.99	N/A
Cricket Captain (D & H)	7.50	N/A
Cromwell At War NEW	8.99	N/A
Delta Charge	7.50	N/A
Deluxe Scrabble	N/A	10.99
Edd The Duck	7.50	10.99
Emlyn Hughes Int. Football	7.50	10.99
Emlyn Hughes Trivia Quiz	7.50	N/A
European Super League (128K)	8.99	10.99
Exterminator	7.50	N/A
F16 Combat	10.99	13.99
Famous Five	7.50	N/A
Football Director 2 (128K, +2 & +2A)	13.99	13.99
Fun School 3 (Under 5's)	8.99	12.99
Fun School 3 (5-7)	8.99	12.99
Fun School 3 (7+)	8.99	12.99
Gazza 2	7.50	10.99
Golden Axe	7.50	10.99
Grand Prix (D & H)	7.50	N/A
Gremlins 2	7.50	N/A
Gunship	7.50	10.99
Hero Quest NEW	7.50	10.99
Hostages	7.50	10.99
Hunt For Red October	7.50	N/A
Hydra NEW	7.50	12.99
Jahangir Khan Squash	7.50	10.99
Kick Off 2	7.50	10.99
Lone Wolf NEW	7.50	N/A
Loopz	7.50	N/A
Lotus Esprit Turbo Chall.	7.50	10.99
Man. Unt.	7.50	10.99
Mercs NEW	8.99	11.99
Multi Player Soccer Manager	7.50	N/A
Mystical NEW	8.99	11.99
Narc	7.50	10.99
The National	7.50	N/A
Navy Seals	7.50	10.99
New Zealand Story	7.50	10.99
Nightshift	7.50	N/A
Ninja Remix	7.50	N/A
North and South	7.50	10.99
Pang	7.50	10.99
Pick n Pile	7.50	10.99
Predator 2	7.50	10.99
Project Stealth Fighter (128K)	7.50	10.99
Rainbow Islands	7.50	10.99
R.B.I. 2 NEW	7.50	12.99
Rick Dangerous 2	7.50	10.99
Robocop 2 (128K)	7.50	10.99
Scrabble, Monopoly & Cluedo	13.99	N/A
Shadow Dancer NEW	8.99	N/A
Shadow Warrior	7.50	10.99
Sim City	9.99	12.99
Skull and Crossbones	7.50	10.99
Sporting Triangles	7.50	10.99
Star Wars Trilogy	7.50	N/A
Steve Davis Snooker, Pool & Rugby	N/A	7.50
Super Cars	7.50	10.99
Super Monaco Grand Prix	7.50	N/A
Super Off Road Racer	7.50	10.99
Switchblade	7.50	10.99
SWIV	7.50	N/A
Total Recall	7.50	10.99
Toyota Celica	7.50	10.99
Trevor Brookings World Cup	7.50	10.99
Trivial Pursuit	10.99	N/A
Viz	7.50	N/A
Welltris	7.50	10.99
World Championship Boxing	7.50	10.99
World Championship Soccer	7.50	N/A

NEW PRICE BLANK 3" DISKS AMSOFT / MAXELL

Qty	Price
1	£1.99
5	£8.99
10	£14.99

SAM COUPE	CASS	DISK
Delta Charge	7.50	N/A
Escape-Planet Robot Monsters	N/A	10.99
F16 Combat NEW	11.99	11.99
Famous Five On Treasure Island	9.99	10.99
Football Director 2	13.99	13.99
Futureball/Sam Strikes Out	9.99	10.99
Klax NEW	N/A	10.99
Mindgames 2	9.99	9.99
Pipemania	9.99	9.99
Sphera	N/A	10.99
Tasword 2	N/A	14.99

COMPILATIONS

SUMMER MADNESS
Indiana Jones Temple of Doom, Magnetron, Blasteroids, Sanxion, L.E.D. Storm, Starstrike 1 and 2, Thunderblade, Ghostbusters 2, Impossible Mission 2 & Crackdown
Cass £7.50

4 MOST WARZONE
Army Moves, 19 Boot Camp, River Rescue & War.
Cass £3.99

MULTIMIX 3
Street Fighter, 1943 & Bionic Commando.
Cass £4.99

QUATTRO CARTOON
Little Puff, Wizard Willy, Ollie and Lisa 3 & Frankenstein Jnr.
Cass £3.99

QUATTRO COIN OPS
Fast Food, Pinball Sim, Pub Trivia & Fruit Machine Sim
Cass £3.99

PACK OF ACES
International Karate, Boulderdash, Who Dares Wins 2 & Nexus. Cass £3.99

POWER UP
Turrican, X-Out, Rainbow Islands, Chase HQ & Altered Beast. Cass £12.99

THE WINNING TEAM
A.P.B., Klax, Vindicators, Cyberball & Escape Planet Robot Monsters. Cass £10.99 Disk £14.99

COIN OP HITS 2
Ghouls and Ghosts, Dynasty Wars, Ninja Spirit, Vigilante & Hammerfist. Cass £11.99

COIN OP HITS
Outrun, Thunderblade, Road Blasters, Spy Hunter & Bionic Commando. Cass £5.50

CRASH SMASHES
Bionic Commando, Winter Games, 720, Impossible Mission 2 & Spy Hunter. Cass £5.50

GIANTS
720, Outrun & California Games
Cass £2.99

WINNERS
Thunderblade, Led Storm, Blasteroids, Imp Mission 2 & Indiana Jones Temple of Doom. Cass £5.50

SYSTEM 3 PACK
Myth, Vendetta, Tusker & I.K + Cass £12.99

FIST OF FURY
Double Dragon 2, Shinobi, Ninja Warriors & Dynamite Dux Cass £10.99

IT'S T.V. SHOWTIME
Krypton Factor, Bobs Full House, Every Second Counts & Bullseye Cass £7.50

DIZZY COLLECTION
Dizzy, Fast Food, Fantasy World Dizzy, Treasure Island Dizzy & Magic Land Dizzy
Cass £7.50

CHALLENGERS
Fighter Bomber, Pro Tennis Tour, P47, Rick Dangerous & Carrier Command. Cass £10.99

SOCCER MANIA
Football Manager 2, Microprose Soccer, Football Manager World Cup Edition & Gazza's Super Soccer.
Cass £10.99

HOLLYWOOD COLLECTION
Robocop, Indiana Jones Last Crusade, Batman The Movie & Ghostbusters 2. Cass £12.99

PLATINUM
Strider, Black Tiger, Ghouls and Ghosts, Forgotten Worlds & L.E.D. Storm. Cass £11.99 Disk £13.99

THRILLTIME GOLD 2
Airwolf, Scooby Doo, Battleships, Saboteur & Frank Bruno. Cass £3.99

KARATE ACE
Bruce Lee, Kung Fu Master, Avenger, Way of the Exploding Fist, Uchi Mata, Way of the Tiger & Samurai Trilogy. Cass £8.99

ORDER FORM AND INFORMATION

All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to:- **Software City**
Unit 4, BDC, 21 Temple Street, Wolverhampton WV2 4AN.

ORDER FORM (Block Capitals)

Name ....

Address ....

....

Postcode .... **Tel No** ....

Name of game	Computer	Value
	Postage	
	TOTAL	

POSTAGE RATES - Please add 50p for post and packaging on all orders under £5. EEC countries add £1 per item. Non EEC Countries add £2.50 per item
Paying By Cheque - Cheques payable to **Software City**

YS9

EXPIRY DATE

SIGNATURE **DATE**

EUROPEAN ORDERS ACCEPTED

HINTS'N'TIPS
YS TIPSHOP



Hello and welcome to the biggest and bestest tips bit in the whole wide Speccyverse! This month I've been completely inundated by lots of big bits of paper with maps scrawled across them, so I've decided to clear the decks and bung them all together in a sort of one-off super spesh! Not a bad idea, eh? And guess what? I've just had another one! Do you ever play games, er, differently? Say you've played some-thing all the way through – how can you make the gameplay completely different from before, so you can start it all again, but this time just dodge aliens instead of killing them (or something)? *(She's fliped! Ed)* Take James – he sticks his left hand over his right eye (it might not sound too impressive but seeing as he's left-handed it does make things that bit more difficult!). Anyway, put your lateral thinking caps on, get wacky, and drop me a line...

The spooky chick's back, so get ready to rock! Yep, it's that LINDA BARKER, carrying enough tips to fill anyone's stockings. (So there!)



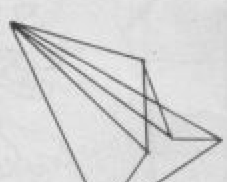
MERCENARY

A timely bit of help for this recent mega Megagame (99%, no less!) from a chap called A Taylor. (Of course, he could be a chappess, but I'm willing to place my bets!)

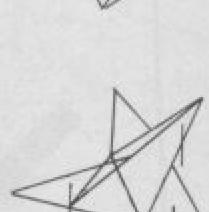
Blimey! I've just discovered this really weird fact. If you find the cheese (which is in one of the underground complexes) and take it outside you can board it and fly around in it. (Seriously!) Not only is it a spaceship, it's also a very fast one – you don't need the power-up to reach the sky city. Amazing but true.

Also, if you're ever in trouble (for shooting someone's house) and someone's threatening to shoot you then crash your ship and walk away from it. The enemy will fire his bullet at you, rather than the ship, thus saving the ship (and a long walk).

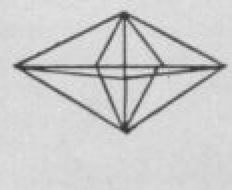
There's nothing wrong with long walks. In fact they're very good for you. You know what they say – a long walk a day keeps the doctor away. And there's more! This time from Stephen Ollett, who's about to show us lots of little things that might come in handy. Sit back, we have take-off...



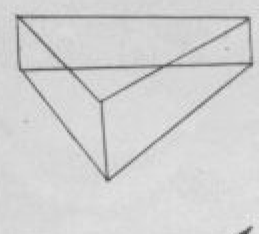
Dominion Dart
You can find this at the airport, location 08-08, max speed 4950 m/s. This will get you to the colony craft if you carry the power amp.



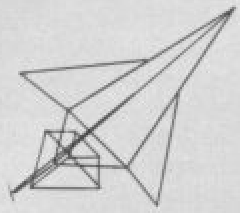
Shuttle Type Plane
At location **-** (red location readout in game) beyond the city. It's stored in a hanger at this location. Max speed 7400 m/s. No power amp necessary.



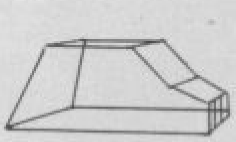
Saucer Type Vehicle
Find at hanger 03-00 (mechanoid complex). The saucer is the type used as a pursuit ship. Quite slow (1650 m/s) and doesn't handle very well.



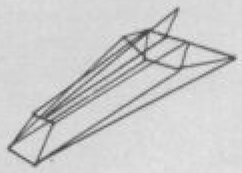
Cheese
Max speed 9900 m/s, no power amp needed. Find at location 11-13 in the underground complex.



Interstellar Ship
Can take you home. Hire it when you have enough cash and find at location 08-08. When it's launched, the game is over.

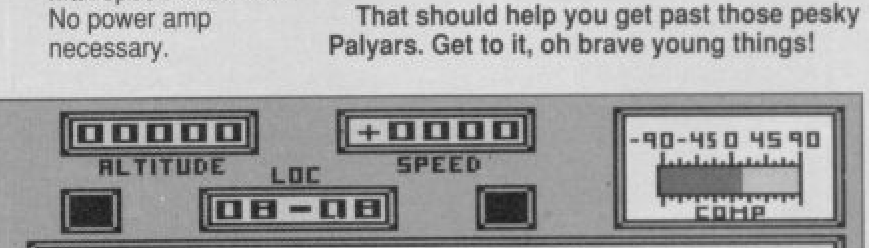


Small Car
Parked at the airport, location 12-13. It's not very fast (820 m/s forward, 123 m/s reverse) but it's better than walking.



Larger Car
Parked in underground hangar at 09-05. It's max speed forwards is 3837 m/s and 126 m/s backwards.

That should help you get past those pesky Palyars. Get to it, oh brave young things!



DR. BERKMANN'S CLINIC



Got a gamesnag? See a specialist!

Right, where were we?

SEABASE DELTA

What? Someone else called Swann? No, this one's apparently called 'Swan' – **Matthew Swan**, in fact – and he's got the answers to Terry Errington's mournful pleas from ish 66 (try saying that after a few Tizers). How do you wake the hen? "Simple. Get the bubble gum, CHEW GUM and then BLOW BUBBLE. Don't dispose of it afterwards, as it has a use in the lift." And the see-saw – what do you do with that? "Try LEVER CANNON." They're clever blighters, these Swan(n)s – but Richard's still got a few more badges than you, Matt...

VINDICATOR

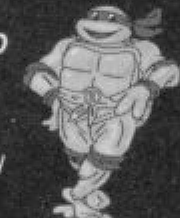
Speaking of which, **Dicky**'s added another one to his collection with an answer for Ben Croucher, who, if you remember, wanted to get onto Level Two of this corky old spanker. Well, Ben, there's always the radical method of getting to the end of Level One, but as a doctor, I understand that time is limited, and so, happily, does Dicky Swann. "You bet, Dr B. After all, last month I was supposed to be revising, but instead I made an electric guitar. *(Eh? Dr B)* As for *Vindicator*, select the 'Load Part Two' option, and type 'VALSAVA MANOEUVRE'. Oh, and the code for Level Three is 'EUSTACHIAN TUBES'. I should know – it came up in my GCSE Biology exam last year." Eh?

HEAD OVER HEELS

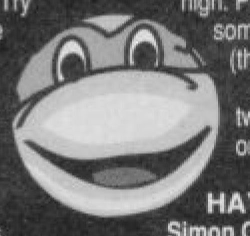
Meanwhile, **Andrew 'Rastus' Cairns** has taken me back a few years with his letter about "our mutual favourite game", the final screen of which, the notorious Emperor's Throne-room, continues to fox him. I think I know why, Andrew – it's $£&@ing difficult! Still, here's my old solution from the *YS* snagfiles...

Your main adversary is the Emperor's Guardian, a bubbly thingy that can't be killed, so don't bother trying. In fact, unless you have the other four crowns, he won't even let you in the room. If you do have them all, he'll merely chase you relentlessly, so send in Heels first to freeze the guard. Then bring Heels in and send Head out. Line up Heels with the hole marked 'IN', run in, and inside you'll find the crown. Now turn left and come out through the 'OUT' hole, and git the hell out of there! It's very hard indeed, so make sure you've got loads of lives in hand before you attempt it.

TEENAGE MUTANT HERO TURTLES



Loads of letters for this too, so Peter Barnes should finally be able to jump the last space between buildings on Level Three. "To get past the big gap," says Clinic regular **Steven Clappison**, " you need a rope. There's one in the large green building with two doors, just past the first barricade." Approximately 81/2 million readers confirm this finding (including **A Jones**, **James Henson** and **Mark Noble**) but one reader has different ideas. Who? Why, **Richard Swann** of course. "Well, actually it's much the same as any other platform game, which is a matter of taking a very long run-up and jumping at the last possible moment without falling over the edge. Your best bet is to be Rafaele 'cos he can jump pretty damn high. Practice the jumping on something like *Manic Miner* (that's what I did)."

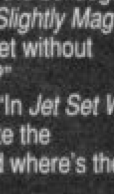


Dr Berkmann's Clinic – two solutions for the price of one!

HAYLP!

Simon Clark: "I'm having trouble with three *Dizzy* games. In *Dizzy* please could you tell me how to get in and out of the Crazy Labyrinth without getting killed? In *Treasure Island Dizzy* what is the toothpaste used for? And in *Fantasy World Dizzy* how do you get the coin in the warehouse?"
Graham Fraser: "In *Slightly Magic* I can get into the water as the fish and get the explosive spell, but I'm damned if I can get back out. Any ideas?"
Michael Williams: "Where do you get the bucket on Level Three of *Top Cat*?"
Robert Challis: "In Level Three of *Rick Dangerous*, how do you get past the suit of armour that fires at you, after you've gone past the bulldogs?"
Jamie Llewellyn: "In *Slightly Magic*, how do I get the magnet without falling onto the spikes?"
Dominic Rackstraw: "In *Jet Set Willy 2*, how do you negotiate the Nightmare Room? And where's the Rocket Room?"

Know the answer? Or you've got a knotty snag of your own? Write to Dr B's Clinic, *YS*, 30 Monmouth Street, Bath BA1 2BW. Anyone mentioned wins a badge!



SHAD

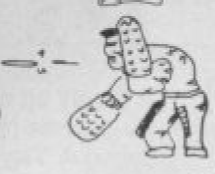
Stephen Hancock's mapped his way through Levels One and Two (ta to him!), so if there's anybody out there who's done Three and Four then bung 'em over to me and I'll slap them in next month (if they're as good as Stephen's!).



Gunmen
If in an awkward position, stand by the dog to stop him firing and then kill the bloke.

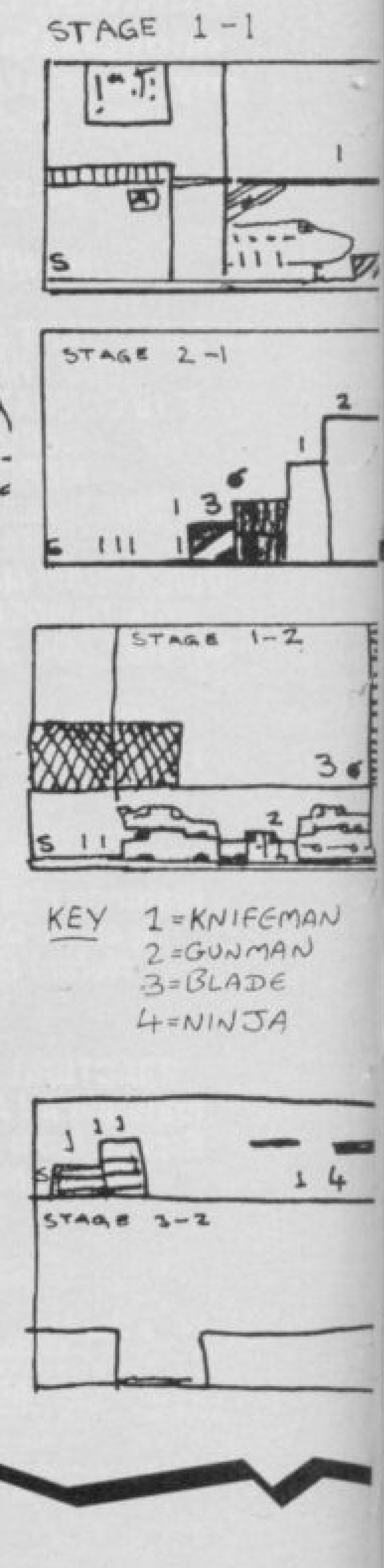


Knifemen
There are tonnes of these. Just duck their shots.

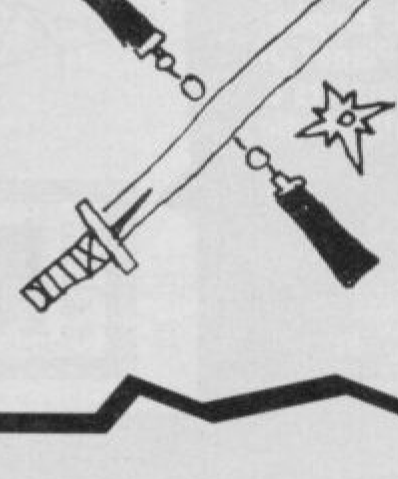


Blade Thrower
Duck and fire. But if he's on a ledge above you jump right up next to him and he won't be able to fire.





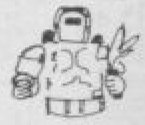




DOW DANCER



Ninja
These are very fast and jump about a lot. You'll have to crouch and shoot to get him.



Petrol Bombers
Send the dog in and shuriken 'em!

THE END-OF-LEVEL BADDIES



Level One



Mr Fireball He throws fireballs so jump and fire at him. As soon as he fires, run away and the fireballs will disappear.



Level Two



The train Jump and fire avoiding fireballs.



Level Three



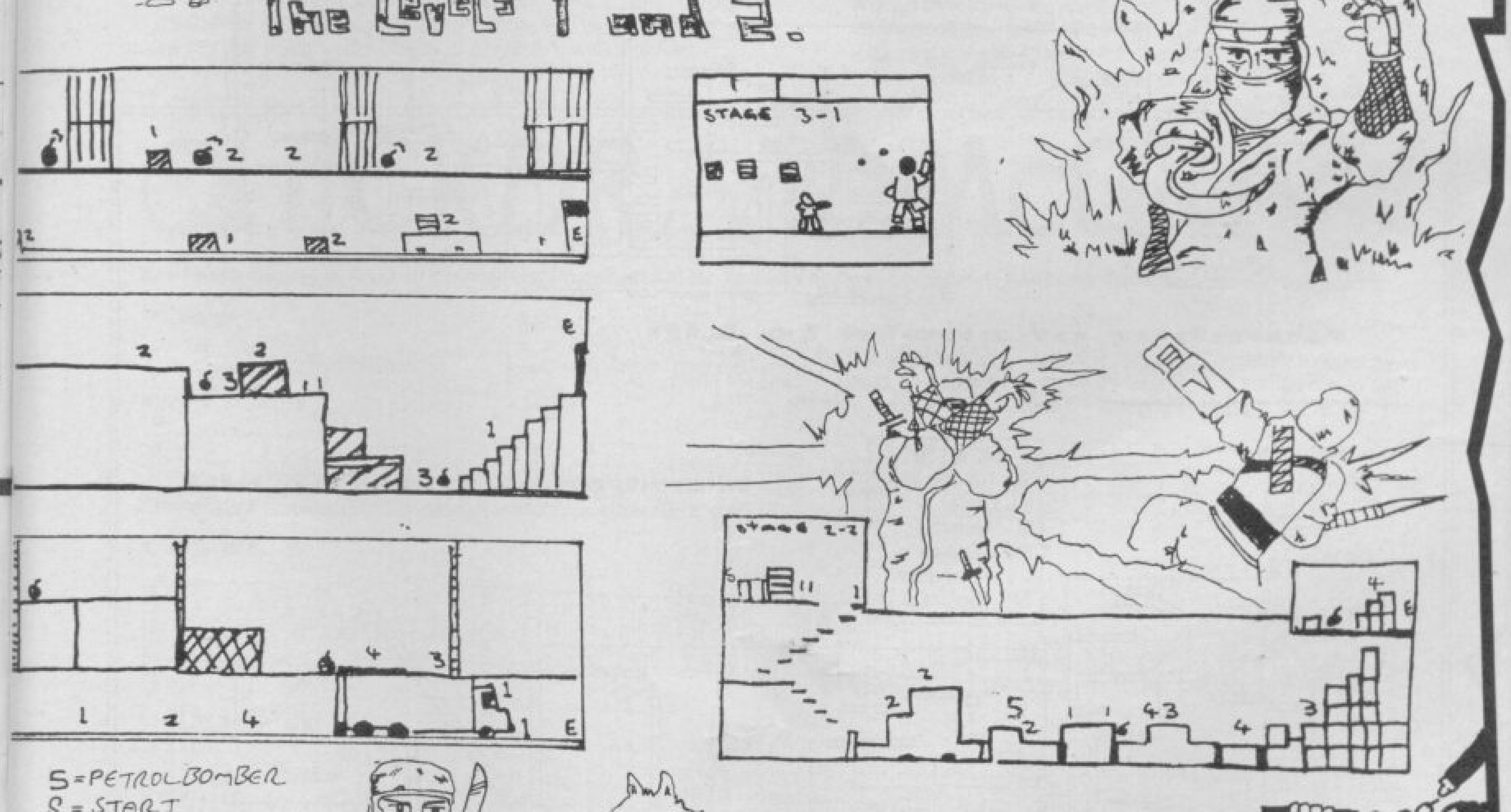
Woman with shield and missiles
Keep crouched and if you've got three or more magics then let 'em rip.

Level Four



The man with the stick Use the magic to finish this blokie off. If you haven't got any magic, get in close and make him lash out at you. Then hit him. (Make sure his stick isn't in the way though.)

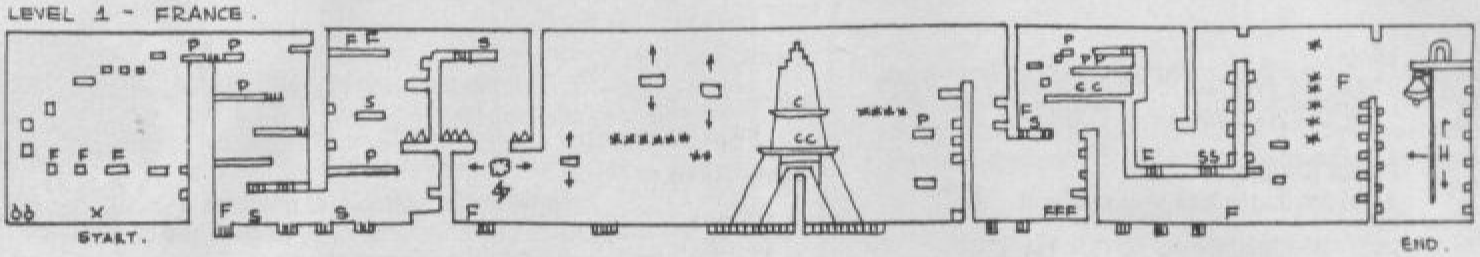
And that's your lot (for the moment!).



CJ'S ELEPHANT ANTICS

As if last month's *Slightly Magic* Megamap wasn't enough, **Michael Robinson**'s come up trumps again! (Only this time I thought I'd leave his map intact rather than give it to Sal to do on her computer, cos I'm really nice like that!)

LEVEL 1 - FRANCE.



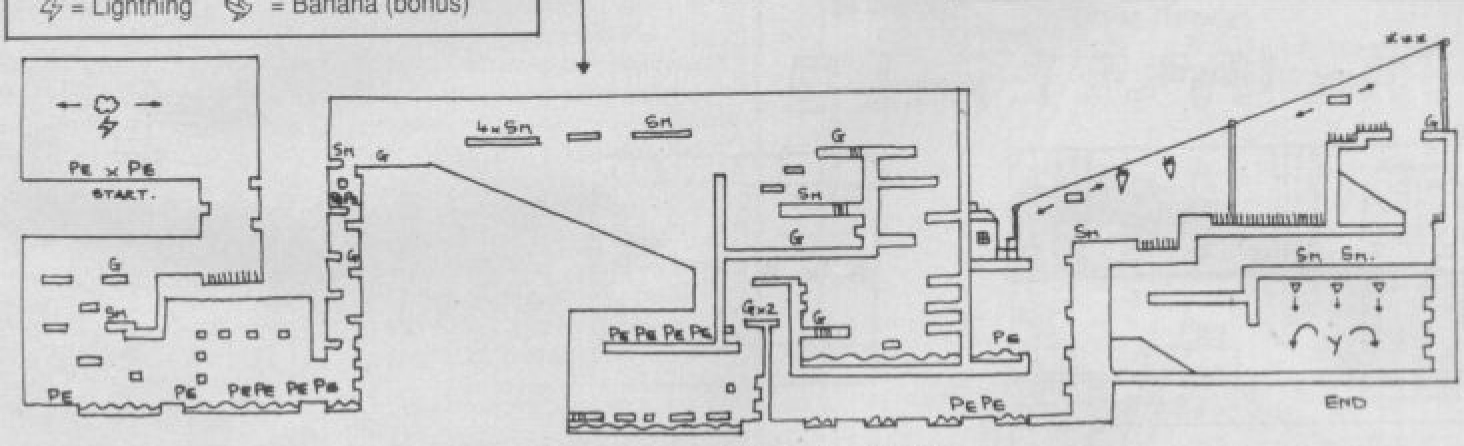
KEY

F = Frog
P = Poodle
S = Snail
C = Copper
= Cloud
= Lightning
H = Hunchback
= Spikes
= Bombs
= Invulnerable pill
= Cake (bonus)
= Banana (bonus)

KEY

PE = Penguin
Y = Yeti
= Icy water
SM = Snowball man
G = Swiss girl
= Icicles

LEVEL 2- SWISS.



Number of shots to kill

Frog – 3 shots
Yeti – 5 bombs
Copper – 2 shots
Poodles – 1 shot
Snails – 3 shots
Penguins – 3 shots
Snowmen – 3 shots
Clouds – 1 bomb
Hunchback – 5 bombs
Girls – 4 shots

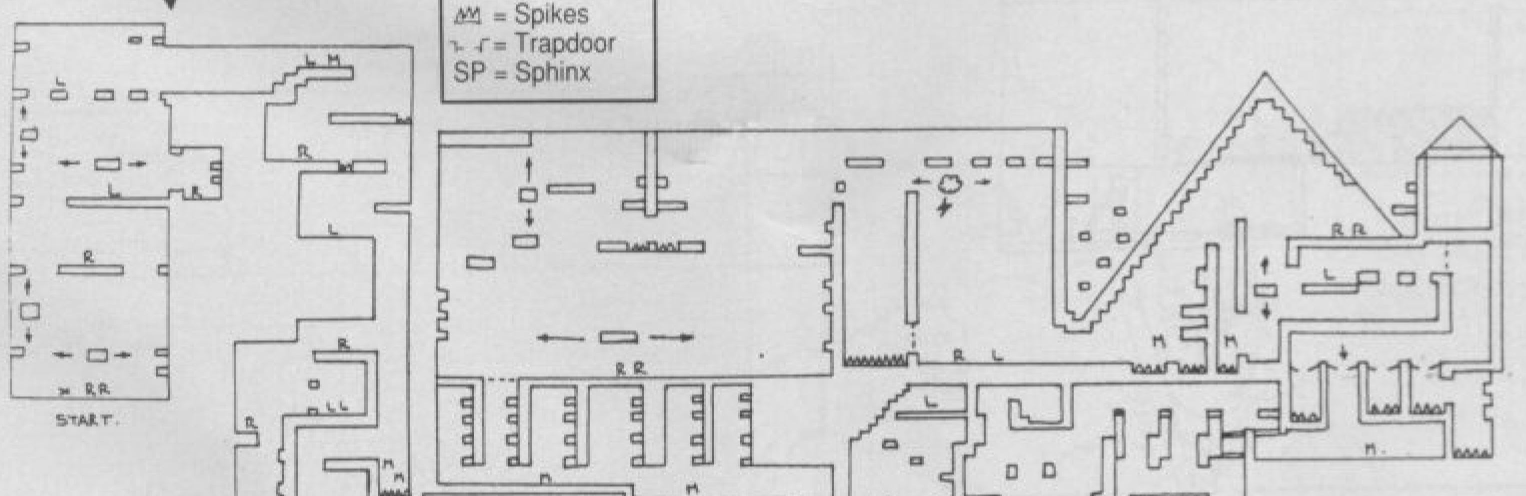
LEVEL 3 - EGYPT.

KEY

R = Rhinos
L = Lions
M = Mummies
= Spikes
= Trapdoor
SP = Sphinx

Number of shots to kill

Rhinos – 2 shots
Lions – 2 shots
Mummies – 4 shots



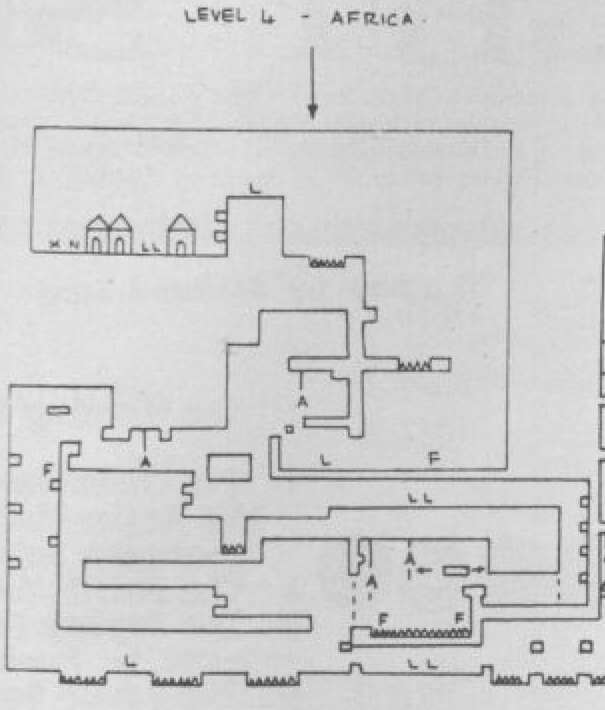
THE END-OF-LEVEL BADDIES

The Hunchback

To kill the hunchback drop to the bottom of the belltower and bomb him as he comes down. Go left and jump on platform. When he climbs up to your level he will shoot. Drop down out of the way and bomb him again. Repeat 'til he dies.

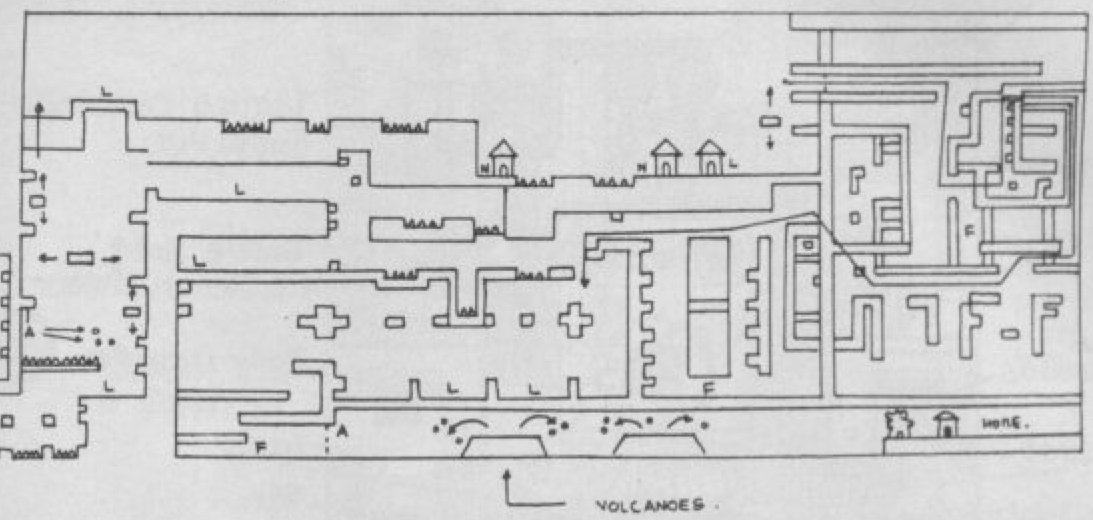
The Yeti

To kill the yeti enter the room when there aren't many icicles on the roof and shoot him a bit. When he's in the air run under him and go to the far right. He will jump across but he can't get you. Bomb him 'til he dies.



KEY
L = Lion
N = Native
A = Ape
F = Frog
= Spikes
= Maze route

Volcanoes
These are quite hard to deal with. Walk under the first one and chuck loads of bombs in the top. Destroy the lava with bombs or dodge it as it falls by walking left or right. If you die, do what you do with the sphinx.



Sphinx
Enter the room and edge right 'til she appears on the screen. Blast her continually with bombs and peanuts. Hopefully you can kill her before she kills you with the bombs. If you do die, walk into her straight away (she'll be flashing) and shoot/bomb her 'til she dies.

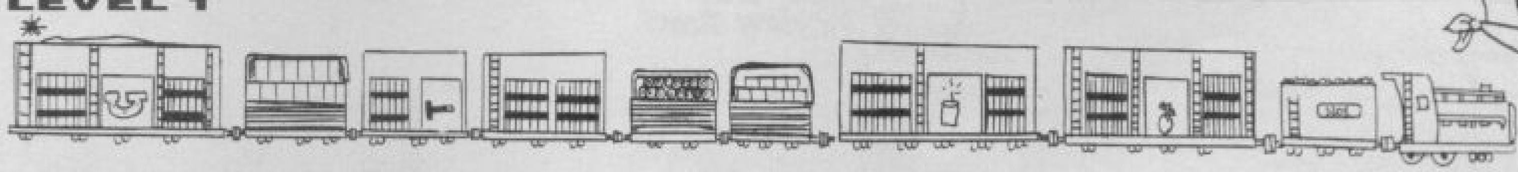
Number of shots to kill
Natives – 2 shots
Lions – 2 shots
Frogs – 3 shots
Ape – 1 bomb

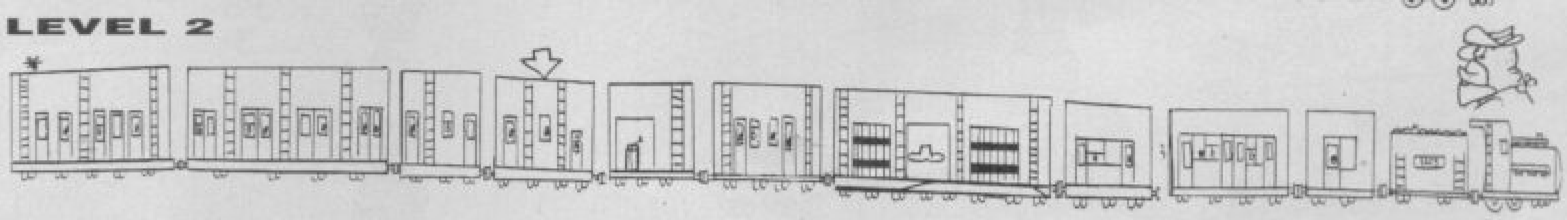
QUICKDRAW McGRAW

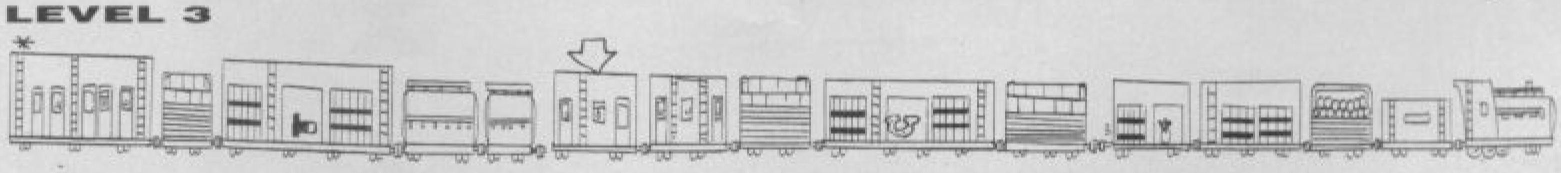
And those maps just keep on coming! Here's some stuff for that Hi-Tec fave, courtesy of Anthony Green...

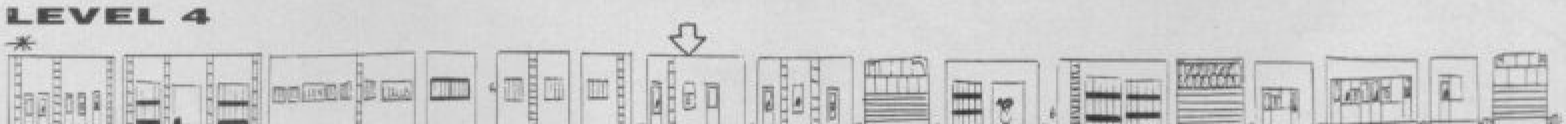


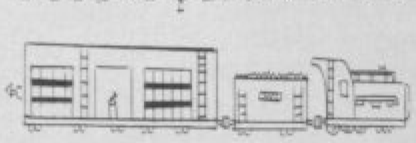
Key
= Start
= Horseshoe (points)
= Bullets
= Dynamite (smart bomb)
= Apple (restores energy)
= Joint (jump over)
= Ten gallon hat (points)
= Arrow (crouch for subgame)

LEVEL 1


LEVEL 2


LEVEL 3


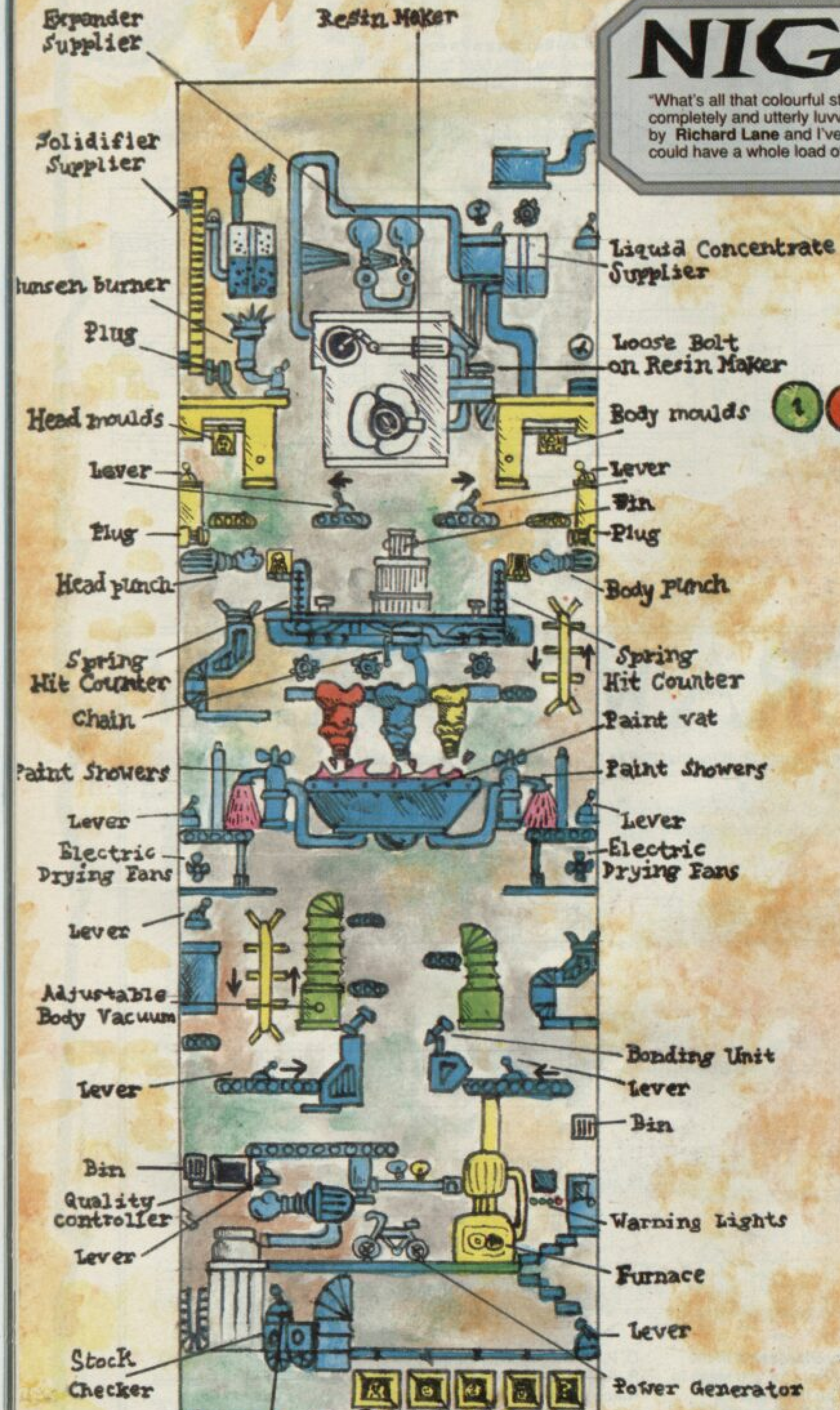
LEVEL 4




Oh, no! Dissension in the ranks! None of you seem to agree on the cheat for *Quickdraw* immunity. So here's a selection. According to Paul Finn it's F, A, R, T and S (no joke), John Charles thinks it's holding down S, E, T, U, I, O, P, Nicholas Luff suggests we "hold down the keys M, C, G, R, A, W, S where it says 'published under licence by...' (but watch out for the clouds on the train level and don't shoot innocent people at the shooting gallery!)" and Craig Kirkham screams "Rubbish! It's A, Z, C, R, T. All of which are probably true so you might as well try them all. Have fun!

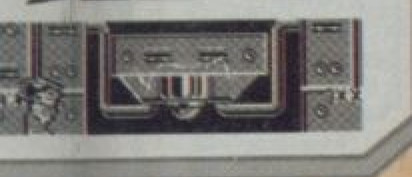
NIGHT SH

"What's all that colourful stuff down there, then?" I hear you yell. Well, it's a completely and utterly luvverly-wuvverly map of *Night Shift*. It was all done by **Richard Lane** and I've had a word in the big Ed's ear and he said you could have a whole load of lovely money. So there you go. (Basically.)





HIFT



hts:

aterial suppliers,
and the top two

rs
and the Conveyors
Unit
ator and the Quality

t Symbols:

ll
o.



Doll No. 9

ll
o.



Doll No. 10

ll
o.



Doll No. 11

ll
o.



Doll No. 12



4



5

Using the Table:
Code-Each no. stands for
a fruit symbol (see above)
Dolls-1st no-No. of dolls
Letter-The doll's colour
2nd no-Doll no. (See above)

Code	Dolls	Features
1.1111	5W1	
2.5112	5W2 3W3	
3.1543	5R4	Paint Vat, Jodee Lemming
4.4244	4B5 4R1	
5.4425	4B6	Quality Controller
6.5334	2Y7 2R8 2B9 2Y10	
7.5421	3B7 3G8	Paint Showers & Fans
8.4145	3B9 3G6 3Y10	
9.4225	4R11 2Y12	Spring Hit Counters & Larry Lawyer
10.2133	5G5 3R8	
11.1453	9Y4	Adjustable Body Vacuum
12.5313	6P12 6P5	
13.3514	7B8 8P4	
14.4531	5G6 3G3	Packaging, Cliff & Jodee
15.3344	5Y1 5G10	
16.1141	4G2 3B6 4G3	
17.1353	4B1 4P10 4R3	
18.3223	3R2 4P6 3B10 5G1	
19.2453	8Y4	Manual Head & Body Mould Devices

Code	Dolls	Featur
20.5445	3B5 3R6 3G2	
21.2554	1G6 2G11 3P4 4P2	Stock Checker
22.3251	5R5 4Y11 3G4	
23.3552	3R6 4B2 4Y11 4P4	
24.3422	2R1 3R12 2G7 3G9	Liquid Concent Supplier
25.1442	4R8 4P1 4B12	
26.3551	3Y9 3G8 4R1 5P7	
27.1521	5Y8 5G1	Expander Suppl
28.3114	5G1 5B8 5P12	
29.5354	5Y8 5B7 5G1 5P9	
30.5513	5R9 5B12 5G8 5P1 5Y7	

.....and that's all folks!

See left for key to this table

The Lemmings:

Jodee



Cliff



PRACTICAL POKES

Oooh la la! Funny how we always fancy a POKE when that JON NORTH'S about!

A new face in the column, another Bleepload crack (can't be many left now) and a long-awaited *Slightly Magic* hack amongst other things. Let it roll...

Empire

This one appeared on a covertape a few months back, and the listing earns sender **John Hooper** the coveted Hack Of The Month title. (Only next time you send stuff in, John, make sure it's in Basic and not Z80 code!)

```
10 REM Empire by John Hooper15
CLEAR 27e3: LOAD ""CODE
20 FOR f=27377 TO 27454
30 READ a: POKE f,a: NEXT f
40 RANDOMIZE USR 27377
50 DATA 33,84,218,54,205
60 DATA 35,54,0,35,54
70 DATA 107,195,0,218,0
80 DATA 50,21,110,35,126
90 DATA 43,254,27,200,33
100 DATA 84,218,54,50,35
110 DATA 54,21,35,54,110
120 DATA 33,50,108,54,201
130 DATA 20,205,0,108,33
140 DATA 50,108,54,33,33
150 DATA 112,108,54,201,205
160 DATA 50,108,175,33,220
170 DATA 176,119,35,119,35
180 DATA 119,33,32,177,119
190 DATA 35,119,35,119,243
200 DATA 195,113,108
```

Hackers Anon

That's what **Gerard Sweeney**'s calling his latest collaboration, this time with **Jamie Murray**. I always thought 'anonymous' referred to spook letters with no signature at the bottom, but apparently not. This month they've done *Escape From The Planet Of The Robot Monsters, Slightly Magic* and one of last month's Covertape games, *Ad Astra* (as well as countless other routines). Cheers, guys!

```
10 REM EFTPOTRM by Hackers
Anon15 REM Ignore screen corruption
20 LET A=6E4
30 READ B: IF B=999 THEN GOTO
50
40 POKE A,B: LET A=A+1: GOTO 30
50 RANDOMIZE USR 6E4
60 DATA 221,33,32,142,17,0,27
70 DATA 62,255,55,205,86,5
80 DATA
210,96,234,33,26,64,34,53,142
90 DATA
34,42,145,33,146,234,17,58,142
100 DATA 1,15,0,237,176,33,32,142
110 DATA
17,0,64,1,0,27,237,176,195,0,64
120 DATA 175,50,120,170: REM INFY
CREDITS
130 DATA 175,50,107,179: REM INFY
BOMBS (BOTH PLAYERS)
140 DATA 195,246,121,999: REM
END MARKER (DON'T DELETE!)
```

```
10 REM Slightly Magic by Hackers
Anon
20 CLEAR 24969: LET A=24500
30 READ B: IF B=999 THEN
RANDOMIZE USR 24500
40 POKE A,B: LET A=A+1: GOTO 30
50 DATA 221,33,138,97,17,214,15
60 DATA 62,255,55,205,86,5
70 DATA 210,180,95,33,205,95
80 DATA 34,145,97,195,138,97
90 DATA
175,50,15,160,195,158,102,999
```

```
10 REM Ad Astra by Hackers Anon
20 CLEAR 24420: LOAD ""CODE
30 POKE 65149,251: POKE
65150,201
40 RANDOMIZE USR 65136
50 POKE 35645,0: POKE 35646,0:
REM INFY LIVES (BOTH PLAYERS)
60 POKE 28727,0: POKE 28728,0:
POKE 28729,0: REM 1 HIT KILLS
SHIPS
70 RANDOMIZE USR 24428
```

Looks like Hackers Anon are out to take over the world, using this column as a starting line. So send your stuff to me, Jon North, at PP, *YS*, 30 Monmouth Street, Bath, Avon BA1 2BW and do your bit to save world domination. See you in the scrolly.

F16 COMBAT PILOT

A faithful flight-sim if ever there was one. I even had a sick bag close at hand just in case! Still, these tips from Craig Thornton should make for an easier flight.



When planning your flight route select a waypoint directly north/south of your airfield so you approach the runway on the correct heading. Always take one external fuel tank so you can fly with your afterburners on for some of the flight. Also take one lot of AMRAAMS on the outermost hardpoint in case of enemy interceptors.

The best target to go for in Operation Conquest are...
1. Military bases • 2. C-cubed centres • 3. Tank Battalions • 4. Factories • 5. Power Stations.



Fly below 500ft 'til your selected round targets are destroyed then if you feel a bit daring/mad pull up and fly around at about 18,000ft and wait for an enemy jet to appear. Select TWS mode on your MFD and consult your RWR to find out the approximate bearing of the MiG.

AMRAAMs are the best weapons to use, especially if it's cloudy. If the enemy MiG fires at you proceed as follows – pull back on the joystick until you've flipped right over and can see the horizon. The enemy will be directly behind you. Roll left or right until the horizon is vertical then pull back on the joystick so you are in a high G-turn. You should release chaff and flares the whole time during this manoeuvre.

Destroying enemy interceptors reduces the enemy's strength considerably, so the more you get the better.

Once you've decided that you've blown enough enemy aircraft out of the sky get down below 500ft again. If you don't do this an enemy interceptor is likely to send a missile up your tailpipe just as you're landing.

Try to perfect your manual landings, because you can stay below 500ft for these, but if you use autoland you may climb above 500ft resulting in you being tracked by an enemy EWR installation.

When flying below 500ft check your altitude every few seconds because one accidental nudge on the joystick could be fatal.

If your navigational aids fail then finding an allied base can be a bit of a problem. So here are the co-ordinates of all allied bases for the different squadrons you join during Operation Conquest...

WILDCATTERS
04 05 • 08 12 • 19 09 • 26 06 • 36 02 • 45 11 • 53 12 • 60 01



DAWNRAIDERS
04 02 • 19 02 • 52 05 • 43 04 • 13 11 • 26 10 • 33 12 • 56 12



GLADIATORS
04 08 • 12 08 • 20 02 • 29 11 • 37 12 • 44 01 • 49 12 • 59 04

GHOSTRIDERS
03 09 • 10 06 • 21 12 • 28 01 • 36 12 • 45 01 • 52 06 • 60 08

SKYFIGHTERS
03 02 • 10 10 • 20 06 • 28 08 • 35 09 • 42 06 • 52 12 • 61 01

SUNDOWNERS
05 12 • 12 01 • 17 12 • 27 04 • 36 06 • 44 08 • 51 09 • 58 06

Oooh, my stomach! Must rush...



SCOOBY DOO AND SCRAPPY DOO

Tiny tip time courtesy of one Paul Hancock...



Hold down HELP on the title screen – the border will go white and you'll have infinite lives.

Good-o! Now I can get caught as often as I like and still rescue Scoob. (The old codger!)

EDD THE DUCK



We all need a little help now and then and little green ducks need even more. Tamsyn Parns says...

Type in WILSON as soon as you start Level 3 for a helping hand.

That Edd, eh? What a dude!

MULTI PLAYER SOCCER MANAGER



Colin Spiers's sent in this smidgen for D&H's latest pitch outing...

Choose four teams at the beginning. If one of the other three teams has a good player then go onto that team. Check that they have at least 14 players. If they have then go onto 'sell player' and sell the player that you want, you'll then be shown all the bids for that player. If you're clever you'll bid nothing for him. Then using the up and down icon thingies you can choose who to sell to. Obviously you can sell him to your primary team.



Also if you have a crap player and the other teams have plenty of money then bid the lot for him. The manager will be sacked and given a new team. He's also given another £325,000 so you can do the same again.

Okay, so it's cheating, but it's better to cheat in a computer game than in something really important like, erm, *Monopoly*.

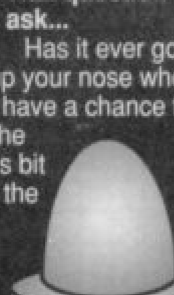


TOP FRUIT MACHINE



Martyn Cook has this incredibly vital question to ask...

Has it ever got up your nose when you have a chance to win money on the flashing squares bit and you've lost the lot?



Well, no. (Actually.)

Well fret no more. Just press 0 (zero) key when the light is flashing between the two squares and you'll automatically collect half of the money that's up for grabs.

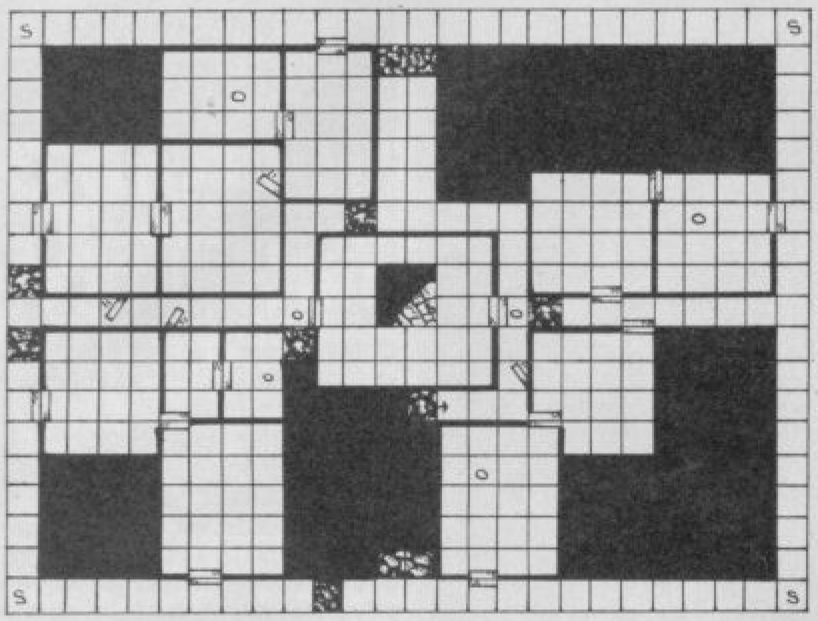


Brilliant!

HERO QUEST

YS HINTS 'N' TIPS TIPSHOP

Here, before your very eyes are maps of the first five levels of *Hero Quest* (and what a good game it is too). Keith Darlington's the happy mapper – and he's promised more levels when he gets a new art pen!



1 – The Maze

KEY

S = Start
= Door
= Rock fall trap
= Secret doors
O = Orcs
= Exit (stairs)
Wandering monster = Orc

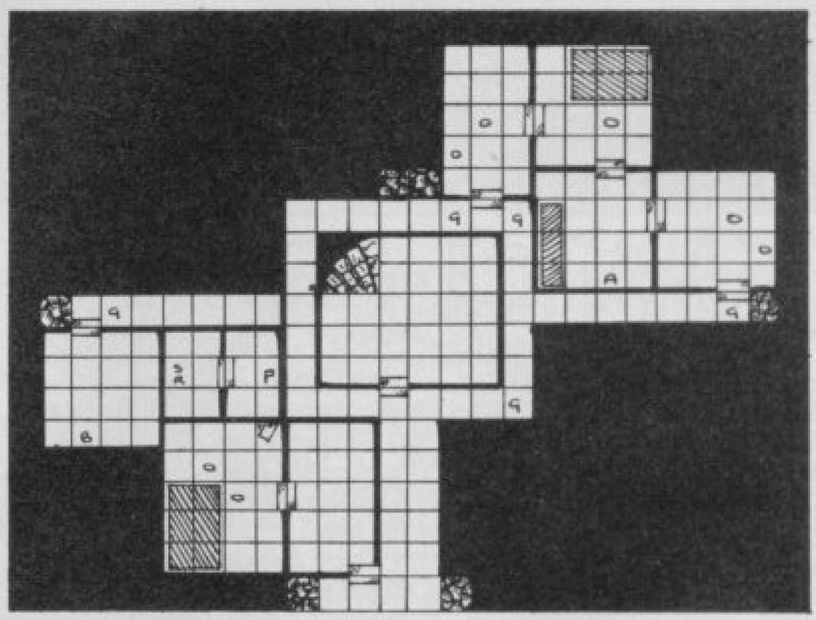


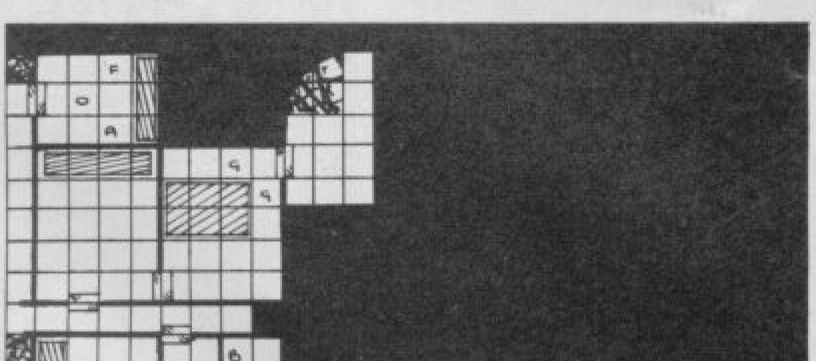
2 – The Rescue Of Sir Ragnar

KEY

= Start/exit   = Door   = Rock fall trap
= Secret door   = Furniture

G = Goblin (2 dice attack, 1 dice defend)
O = Orc (3 dice attack, 2 dice defend)
A = Chest. Contains a potion of healing and 50 pieces of gold.
B = Chest: trap.
SR = Sir Ragnnar (0 dice attack, 2 dice defend). He can only defend, not attack. When he is found an alarm rings and all the monsters become active.
Wandering monster = Orc.





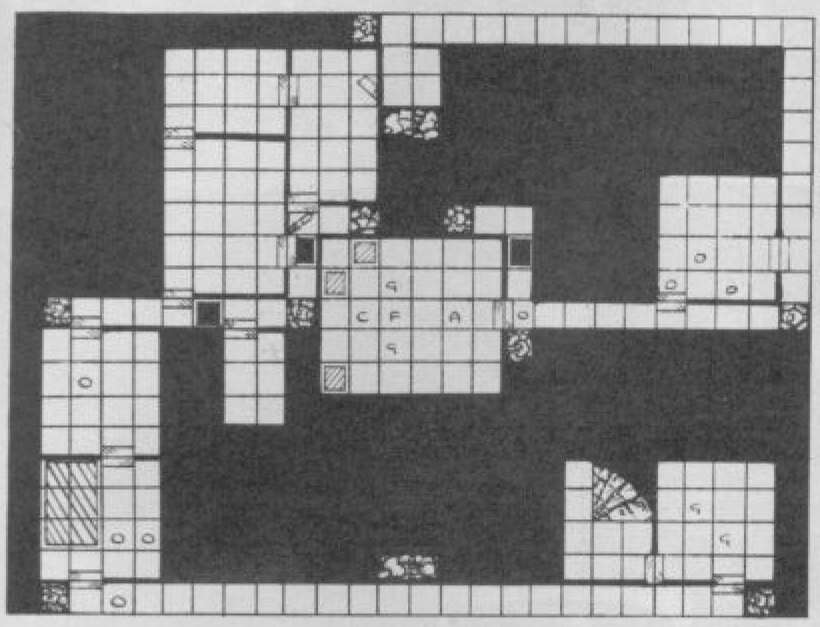
3 – Lair Of The Orc Warlords

KEY

O = Orc (3 dice attack, 2 dice defend)
G = Goblin (2 dice attack, 1 dice defend)
F = Fimir (3 dice attack, 3 dice defend)
C = Chaos warrior (3 dice attack, 4 dice defend)
A = Armoury. Search for treasure and you will find a spear.
B = Chest. A trap, deactivate it and you will find 100 pieces of gold inside.
D = Cupboard. Search for treasure and you will find 30 pieces of gold and a healing potion.
ULAG = The one you have to kill. His statistics are 4 dice attack, 5 defend dice, 10 movement, 3 mind points, 1 body point.

= Start/exit   = Rock fall trap
= Door   = Furniture

Wandering monster = Orc



4 – Prince Magnus' Gold

KEY

= Start/exit

= Pit trap. Can be jumped.

= Rock fall trap

= Spear trap. Can be deactivated

= Furniture

= Secret Door

O = Orc (3 dice attack, 2 dice defend)
G = Goblin (2 dice attack, 3 dice defend)
F = Fimir (3 dice attack, 2 dice defend)
C = Chaos warrior (3 dice attack, 3 dice defend)
A = In this room there are three furniture chests. They contain 250 pieces of gold each and can only be carried one at a time. If a player decides to keep the gold for himself then he will never become the Champion.
Wandering monster = Fimir



5 – Melar's Maze

KEY

= Start/exit

= Rock fall trap

= Pit trap (can be jumped)

= Spear trap (can be deactivated)

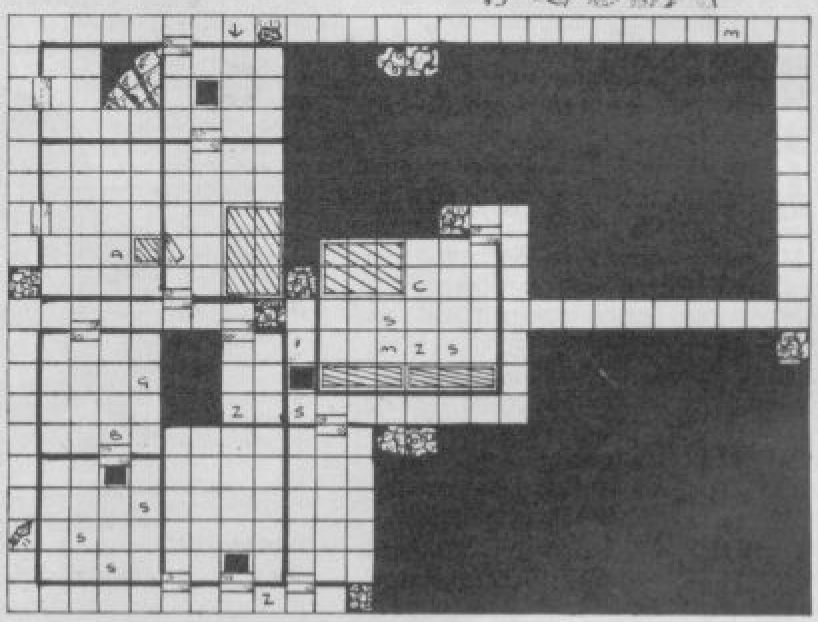
= Collapsing ceiling. If you step on the area the ceiling might collapse in front of you.

G = Gargoyle (4 dice attack, 4 dice defend) S = Skeleton (2 dice attack, 2 dice defend)
Z = Zombie (2 dice attack, 2 dice defend) M = Mummy (3 dice attack, 4 dice defend)
A = Melar key. Search for treasure and you will find the key. It will make the throne move and reveal a door.
B = This door is a trap. If you open it the Gargoyle will come to life.
C = Talisman of Lore. Search for treasure to find it.

= Secret door

= Furniture

Wandering monster = Zombie



RICK DANGEROUS 2

The nicest things come in small packages: bubblegum, 7" singles, everlasting life...

For endless lives, enter your name as JE VEUX VIVRE. (Plus the full stop.)

Thanks to Scott Lambert for that one.

COOL BLIMEY

Oh no! It's the end already! (And just as I was getting into it as well.) Guess I'll just have to think of something else to keep me amused, eh? Perhaps I'll go and look at James' knee – he had it cut open the other day! Or shall I make some jelly? The thing I like about life is that it's full of possibility.

I'd like more maps for next month, please. And I want to know about all those weirdo ways you play games (like never firing, or stupid things like that). The address is the same and my name's Linda B. Bye!

WANTED!

EXACTLY WHAT YOU THINK ABOUT YOUR SINCLAIR – SO WE CAN MAKE IT EVEN BETTER!

Blimey! A questionnaire! What's this all about then? Well, the main idea is that you tell us what you think, we have a think about what you think, and then we throw all the forms in the bin (and completely change the mag). Hurrah! Here's the first question...

1. Which of these machines do you own?
- ❐ Speccy 48K ❐ 128K
- ❐ SAM Coupé
- ❐ Amstrad CPC
- ❐ Atari ST ❐ Amiga
- ❐ Commodore 64 ❐ Sega
- ❐ Nintendo

2. Is *YS* good value for money?
- ❐ Excellent value
- ❐ Good value
- ❐ Reasonable value
- ❐ Poor value
- ❐ Rip-off

3. How much do you like the cover of this issue?../10

4. What do you think of the issue overall?../10

5. How does it compare with previous ones?
- ❐ Much better
- ❐ Slightly better
- ❐ The same standard
- ❐ Slightly worse
- ❐ Even worse than that

6. Give the mag a rating out of ten, plus any other computer mags you read regularly...

YOUR SINCLAIR........................../10

..../10

..../10

..../10

7. And lastly, what do you reckon's the *best* thing about this ish, and what's the *worst*?
Mmm. Well, I really went a bundle on

....

....

But I didn't fancy

....

....

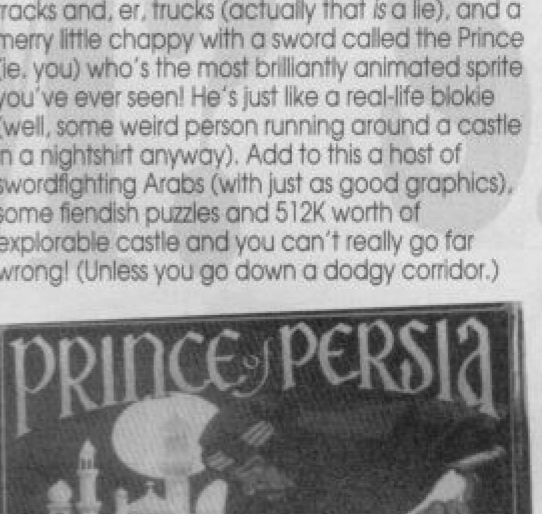
.... at all. (Er, is that it?)

■ It certainly is! And you don't even need a stamp to post it! Just send it off to Reader Survey, YS, Future Publishing Ltd, Freepost, Bath, Avon BA1 1XY. (And ta very much for your co-operation!)

WIN WIN WIN

£200 Worth of spanky SAM stuff! PLUS! 20 copies of the practically perfect *Prince Of Persia*!

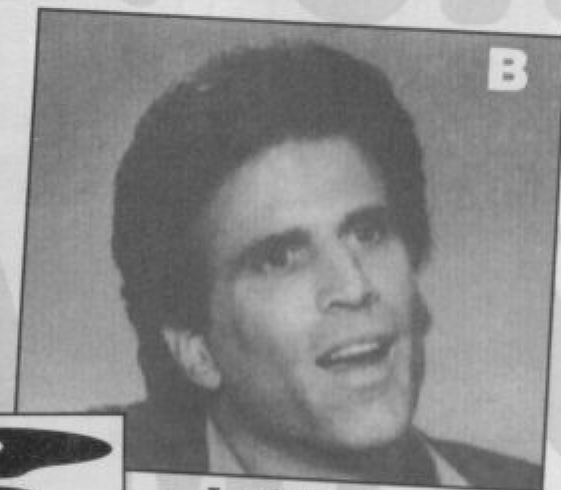
SAM Computers must be pretty chuffed with themselves – *Prince Of Persia* is looking dashed superb and no word of a lie! It's got five mega-huge levels packed with traps, tricks, tracks and, er, trucks (actually that *is* a lie), and a merry little chappy with a sword called the Prince (ie. you) who's the most brilliantly animated sprite you've ever seen! He's just like a real-life blokie (well, some weird person running around a castle in a nightshirt anyway). Add to this a host of swordfighting Arabs (with just as good graphics), some fiendish puzzles and 512K worth of explorable castle and you can't really go far wrong! (Unless you go down a dodgy corridor.)



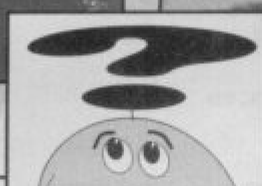
Stop molesting that young lady immediately, matey!

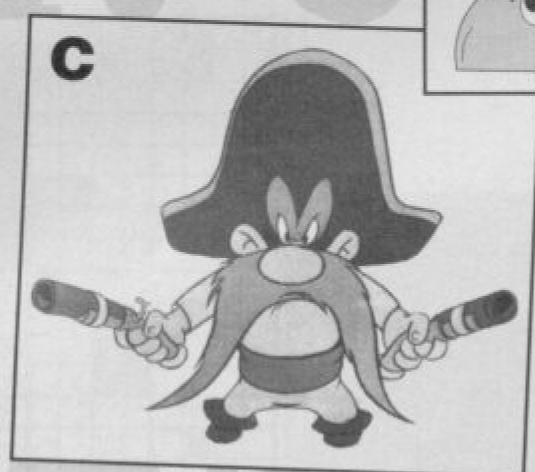


Candyman



Touch Me





Roll Out The Barrel



Run Rabbit Run

Arabian fights

The normally serene and peaceful Shed was rocked to its very wooden slats by arguments about who'd get to review *PoP*. Only when violence occurred was it all resolved. Andy refused to hit anyone, so was knocked out easily, and Linda B wasn't strong enough to do any damage to James, making him the obvious winner. Which just left SAM Computers (who were rather pleased with their efforts) to ring us up and offer to do a compo. And just as we were about to say "Robinson Crusoe!" (for no particular reason) they did. So what's up for grabs?

Piles of loot, that's what!

Well, not loot exactly – but certainly the next best thing! Cos we've got £200 worth of exclusive SAM coupons to give away – the perfect prize for just about anybody! If you've got a SAM you can get yourself every add-on you could ever think of (the Messenger, a mouse, another disk drive, whatever you want!). And if you haven't got a SAM, then here's the chance you've been waiting for to pick one up! Yep, you could win a Coupé for absolutely zilcho!

Plus (plus! Plus!) there are 20 runner-up prizes of the game itself – the very incredible *Prince Of Persia*! (So if you get a second prize and then suddenly realise you haven't got a SAM then you'll just have to go out and buy one, won't you? Hurrah!)

The catch

Well, yes. There had to be one. But it's not impossible, so don't run off blubbing. Have a look at the four piccies and you'll notice that the people in them have all got something incredibly similar in common (well, hopefully you will). That's right – they're all called Sam! What you have to do is link them up the songs that've got jumbled up below them and fill in the coupon (so write *Candyman* next to B if you think it belongs to Sam Malone from *Cheers*), stick it on the back of an envelope and send it in to *Up, Up And Coupé On My Beautiful Flying Carpet* Compo, *YS* Compos, *Your Sinclair*, 29 Monmouth St, Bath BA1 2BW. And, er, then you just wait.

Yo, *YS*! I know who's who and what's what, so I think...

A links with .... B links with ....

C links with .... D links with ....

My name is ....

And I live at ....

....

....

....Postcode ....

RULES

- If you work for SAM Computers or Future Publishing, congratulations. But unfortunately you're not allowed to enter this compo.
- Andy has appointed himself judge (jury and executioner), so his word is final (and there'll be no bickering).
- The closing date's 15th September 1991, so get your postcards into us by then (well, either postcards or sealed-down envelopes or bits of cardboard or whatever you want really. So long as we don't have to open it up!).



■ For sale – Spectrum +2, over 50 games worth £380, one joystick, lots of magazines worth £36 plus demos. Will sell for £170 ono. **Tel 0602 862611 and ask for Shafiq.**
■ Spectrum +2A joystick, manuals, lightgun and games only 4 months old £125 ono. **Tel Andrew on 0260 281068.**
■ For sale – Spectrum 128K +2A with over £400 worth of games, 3 joysticks, 1 lightgun all for £300 ono. **Phone Wayne on 0388 661060.**
■ For sale – Sega Master System Plus with 5 games including *Great Football, Rocky, Afterburner, World Soccer* and *World Grand Prix*. Also QuickShot controller. All boxed. All for £140. **Phone 0262 488972 after 6pm.**
■ Spectrum 128K +2, RAM Music Machine, OCD Art program, Machine Code course, joystick, manuals, magazines and over £450 worth of games. **£250 ono. Tel Rhyl 343997 after 4pm Mondays – Fridays.**
■ Spectrum +3 with about 120 games on disk and cass – games like *Rick II, Man Utd, Rainbow Islands* and *Shadow Warriors*. Also about 45 mags. Will sell for £350 ono. **Call 0775 87505 after 6pm.**
■ Spectrum +2 – still under warranty. All leads, manuals, Multiface 128, joystick, Interface 1, 2 microdrives, transform box 20 m/d carts, Echosoft full size keyboard, midi lead, interface and software. £150 for the lot or will split. **Tel 377 70556.**
■ Speccy in Saga Emperor Pro keyboard (63 keys), I/F one, microdrive, datacorder, all leads, manuals, reset adaptor and lots of games and serious software. £80 for the lot or will split. **Phone 0377 70556.**
■ Spectrum 48K, joystick, twin port interface, cassette recorder, leads, books, power pack, over 200 games including *Pools And Horseracing Predictor, Football Manager* and *Director* etc. £85 ono. **Tel 0702 431428.**
■ Spectrum +2, 2 joysticks (Cheetah and Konix Speedking), lightgun, over 30 games, eject button slightly damaged hence £150 for the lot. Will not split. **Phone 0242 516180.**
■ Sinclair 128K Spectrum +2, £500+ of software, £60+ of mags, £40+ of hardware. Total worth £750+. Sell £350 ono. Only 1 year old, mint condition. **Tel Cramlington 734525.**
■ For sale – Spectrum 128K +2A, Kempston interface, lightgun, only £80 ono. **Phone 0953 718350 (nr Norwich).**
■ 48K spectrum, VTX5000 modem, Microdrive, tape recorder, joystick, Interface one, b/w monitor, books etc. Swop for games for Spectrum +3 or Multiface +3 or Amiga stuff. **Phone Niall on 061 773 9989.**
■ Spectrum +2A, joystick, £130+ of games including *Chase HQ, TMHT, Pang, Dizzy Collection* and *Night Shift*. Also £40+ of Speccy mags – all for £180. **Phone Roly on 0453 757926.**
■ I will swop light gun and games for Multiface 128. Will pay postage plus a few quid. **Phone Simon on 0278 458363.**
■ Spectrum +2A with joystick, over £400 worth of games, eg *Rainbow Island, UN Squadron, Turtles* and other new releases. All in good condition, will sell for £160 or swop for Nintendo Gameboy or Sega Megadrive, either one (must have 1 game or more if possible). **Phone Jonathan on 0395 270159.**
■ + 2 interface for 48K, 128K and +2 Spectrum. It's in perfect working order – only £35. **Phone Gerry on 0429 271663.**
■ Spectrum +3 boxed as new, manual, joystick, cassette and TV leads, plus *Artist II* and Genius Mouse with interface and over 100 games. Also mags worth £400. Will accept just £130. **Tel Mrs H Morgan on 0428 722353.**
■ Ideal Spectrum printer package! All as new, Star LC-10 multiface printer with parallel centronic interface, also Tasword +2 word processor and 2000 sheets of computer paper, all with manuals and all still boxed. Will sell for £180. **Phone Danny on 0604 648788 after 6pm.**
■ Spectrum 128K +2. Great condition, including all leads, booklet and tape, 2 joysticks, 137 games incl *TMHT, Ironman, OutRun* etc. All this and a brand new Genius Mouse kit and loads of mags. £200 ono. You know it's a bargain! **Phone James on 0902 742067 after 6pm.**
■ SAM Coupé and disk drive, interface, technical manual, games, MIDI Sequencer. Also Speccy 128K, Speccy 48K, interface, disk drive, hacking programmes, over £400 worth of software and hundreds of computer mags. £250 the lot. **Phone Daniel on 0245 325607 after 6pm.**
■ Spectrum +2 with over 50 original games including *Carrier Command, Target Renegade* and *Op Wolf*. Will also sell joysticks, loads of mags, wafadrive, manual, box etc. Very good condition, only £99 ono. **Phone Nick on 081 693 7510.**
■ For sale: Spectrum +2A with loads of games like *Batman* and *Golden Axe*. Also joystick, light gun, games and full mouse system package (hardly used) and mags. £150 ono. **Phone David on 054 771232**
■ Speccy 128K with 60 games (including *Operation Wolf, Robocop 1* and *2* and *Bomb Jack*) and all the equipment needed. **Call 081 575 3819 and ask for Phil.**



■ I will swop my *Operation Thunderbolt* and *Operation Wolf* for your *Kick Off 1* and *2*. Also swop my *Golden Axe* for your *Chase HQ 2, Total Recall, Robocop 2* or *Rainbow Islands*. Originals only. 1 for 1 or 2 for 2. **Phone Ian on 0302 701246.**
■ For sale: *YS* issues 1 to 46 all in binders plus all small tapes. Excellent condition. For sale as set only. £45 plus postage or buyer collects. **Tel Kevin on (Newquay) 0637 877623.**
■ For sale, computer mags – *Your Spectrum* 1-21 £15; *Your Sinclair* 1-47 £25; *Crash* 1-69 except No 6 £40; *Sinclair User* 47-92 + 11 earlier issues £25; 34 issues of *Your Computer* £12. All mags good to mint condition inc. cover tapes. Buyer collects. **Call Jon on 0536 517909.**



It's all here! Whatever you want – whether it's a modem, a Speccy or a thousand sheets of printing paper. We've got the blimmin' lot!

■ For sale over 150 original Spectrum adventure games worth over £500. Will sell for £120, won't split. Also all 17 issues of *Micro Adventurer Magazine* £10, buyer collects (Kettering, Northants). **Call Jon 0536 517909 (not weekends).**
■ Urgently wanted – *Golden Axe*. Will swop for *Ghostbusters 2* and *Smuge And The Moonies*. One for one. **Phone Cambridge 835407 after 5pm and ask for Rooney.**
■ To swop: *Kick Off 2, Chase HQ, Turbo Outrun, Robocop* and *Rod Pike's Horror Compilation*. Wanted – Multiface 128. Interested? **Call Mark on 0733 241930.**
■ Swop my *Ancient Battles* for *Sim City* or *Ironlord*. **Tel 0203 329583.**
■ I'll swop my *Rambo* and *Down To Earth* for your *Buggy Boy* or my *Mugsy* and *Skateboard Sim* for your *Top Gun* or *Passing Shot Tennis*. Hurry it's a bargain, free game for first caller. All cassettes please. **Phone Luke on 0252 333324.**
■ For sale – *Total Recall* £7, also *Renegade, Target Renegade, Yogi's Greed Monster, Yogi's Great Escape, Knightmare, Chuckie Egg 1, The Real Ghostbusters, Ghostbusters, Paperboy, Rockstar, Operation Wolf, Quattro Superhits* and *Quattro Adventures* – £1.75 each. **Tel Lee on 0482 813341 6pm to 9pm.**
■ Swop my *Driller, Leaderboard Part 3, Super Sprint* and *Winter Games* (all originals) for your *Total Recall*. Originals only please. It's a bargain! **Phone Formby 76389.**
■ For sale: *Narc, Strider II, Lotus Esprit Turbo Challenge, Rainbow Islands, Adidas Championship Football* and 20 Codies games. Prices from £2 – £5. **Phone Eddie on 0706 76141 for details of this amazing offer!!**
■ Over £440 worth of software for sale. Included are *Robo 1 &2, Shadow Of The Beast, Total Recall, The In-Crowd, Taito Coin-Op Hits* and *GAC*. Sell to you for £190 – barg or what? **Phone Ben on Wallasey 639 6295**
■ For sale – *Batman The Movie, Chase HQ* and *Total Recall*. All original cassettes. **Phone 0892 661722 and ask for Chris.**
■ For Sale! Loads of great games, including *Sim City, Chase HQ, Castle Master, MP's Flying Circus* and over 25 more. Worth over £220 but going for only £60! A bargain! **Phone Trevor on 0325 314281.**
■ Various software titles for sale. **Phone for details on 0346 24669.**
■ Will swop my *Double Dragon, Yogi And The Greed Monster, Yogi's Great Escape* and *Target Renegade* for your *Fast Food, Fantasy World Dizzy, Golden Axe* and *Rainbow Islands*. 1 for 1, 2 for 2, 3 for 3 or 4 for 4. Originals only. **Contact Greg between 6pm and 7pm on Irvine 77160.**
■ I will swop my *TMHT* and *Golden Axe* for *Hero Quest*. **Call David on 0532 487591.**
■ For sale! *Frankenstein Jnr, Trap Door, Mad Flunky, Spy Vs Spy In The Island Caper, Postman Pat 2, Gilbert, Thunderblade* and *Psycho Soldier*. £2 each each or will swop them all for *Viz*. **Tel 0670 712148 and ask for Andrew.**
■ Will swop *Turrican* and *TMHT*. for *Turrican 1* and *Batman The Movie*. **Phone Robert on 0305 884782.**
■ For sale!! Over 15 football management sims ranging from *Football Manager 2, Football Champions, The Manager, Cup Manager* and many more. All of these for £12. What a bargain!! All originals, all in good condition. **Phone Mark on 061 775 0129.**
■ For sale! Black sheep! Now I have your attention, how would you like some cheap Spectrum originals? Prices from 50p to £5. All the latest titles. **Phone Ian on 0236 823245 between 4pm & 5.30pm.**
■ Any Irish Spec-chums who would like to swop *Double Dragon* plus *Spitfire 40* for *Chase HQ* . **Phone Seamus on 025 24208.**
■ I will swop my *Shadow Warriors* for your *Switchblade*. **Phone Graham on 0834 81172 (Dyfed).**



■ Wanted – Nintendo Game Boy. Must be in good working order. **Contact 081 549 1924.**
■ Wanted – *Viz, Adidas Football, Ironman Racer, Gazza II, TMTH* and any wrestling games. Willing to swop *Shadow Warriors, Chase HQ 2, R-Type, Batman The Movie*. Will swop one for one around the Barry area. **Phone Barry 737031.**
■ Wanted! *Snoopy* for Spectrum 128K. Prepared to swop *Forgotten Worlds* or *Ghostbusters II*. Will also buy. **Contact 0304 611597.**
■ Wanted! *New Zealand Story* on disk for +3. Will swop for *Dark Side* on +3 disk or *Driller* +2 tape. Originals only please. **Phone 0279 442960 after 4.30 pm and ask for Mathew.**
■ Wanted! *Turrican* and *Midnight Resistance*. Will swop *Ninja Spirit, Ghouls-'n' Ghosts* and *Rainbow Islands*. **Phone Hemel Hempstead 217187.**
■ Wanted! *Roy Of The Rovers, Inspector Gadget, Basil The Great Mouse Detective, Death Wish III, Max Headroom, Venom Strikes Back* and *Captain America*. **Contact 0332 512172 after 5pm.**
■ Wanted – a game called *Ghost's Revenge*. This game is similar to *Pac-Man*. Contact Bradford 862293.
■ Wanted – *Spectrum ROM* book by Melbourne House. Also *Machine Code Routines* book by same publisher. Will pay £5 each or a full price game if you have both. **Contact Tim on 0742 366781.**
■ Wanted – *Sim City* or *Pang*. Will swop for *Star Runner, Branche, Grand Prix Sim, Rockfords Riot* and *Boulder Dash*. 4 for 1. **Phone 0503 55760.**
■ Wanted – *Super Mario Bros 1*. Will swop *Way Of The Exploding Fist, One For The Road, Mutations* and *Eddie Kidd Jump Challenge*. Originals. Plus a copy of *The Dizzy Collection* (Yes, all five games!). **Please**

BOOK YOUR FREE AD HERE

If you'd like to advertise in Input/Output, please write in BLOCK CAPITALS below and send the coupon on the back of a postcard to Input/Output, *YS*, 30 Monmouth Street, Bath BA1 2BW. If you are under 18 please ask your parent or guardian to sign the coupon for you, and don't forget to add your phone number. We can't accept any software sales, and this service is only available to private advertisers.

Please enter my advert under the following classification:
Hardware ❑ Software ❑ Wanted ❑ Messages & Events ❑ Fanzines ❑
Name .... Address..
....
.... Postcode..................
Tel No .... Signature of parent/guardian if under 18 ....

MAGAZINE HEALTH WARNING — Think before you snip – most people use a photocopy instead — **YS 69**

Sorry, but YS can accept no responsibility for the ads placed in Input/Output

contact Arthur on 0908 321390.
■ *Nato Alert* desperately wanted! Will pay through the nose. **Phone 091 5659532.**
■ Wanted! *Scrabble De Luxe* and *Monopoly*. No silly prices please, I am a disabled pensioner with a need to fill the hours. **Phone 0424 714513.**
■ Urgently needed Spectrum 128K for under £55. Please help. **Phone Oliver on 0782 791309.**
■ Wanted – *NOMAD* and *The Hobbit*. Will swop for *Trapper* and *Amazon Women*. Will also swop *Survival*. Two for one. Originals only. *Phone 0296 436447.*
■ Wanted! *Striker* and *Striker Manager*, will swop for my *On The Bench* and *DTOC*. 2 for 2. **Contact Marc on Glasgow 558 6686.**
■ Wanted! Adventure games for Spectrum +2 and Amstrad PCW, especially Infocom, Magnetic scrolls and Level 9 games. Will swop or buy. **Phone Nicky Smith on 091 2461501.**
■ Wanted – disk drive and interface for Spectrum 128 + 2A. Will swop Quickjoy Topstar joystick plus any 20 games chosen from my list (eg *Robocop, APB, Chase HQ, Toyota Celica GT Rally*). **Phone Mark on 0733 241930.**
■ Wanted! Raly Music Machine. **Please phone 0329 220496 after 6pm.**
■ Wanted – *F16 Combat Pilot* or *Fighter Bomber*. Will swop *Chase HQ* and *Escape From The Planet Of The Robot Monsters*. Must be 128K version games. **Ring 0296 29189 ask for Simon.**
■ Wanted – *Lords Of Midnight, Doomdark's Revenge*, any old Ultimate games, *Enigma Force, Nemesis The Warlock* and any other games over 5 years old. Full price for *LOM* & *DD Revenge*. **Phone 091 263 3726.**
■ Wanted – *Robocop 2, Hammer Fist, Ghosts And Goblins* and *The Running Man*. Will swop my *Shinobi, Dynamite Dux, Ninja Warriors, Narc* and *Double Dragon 1* and *2*. **Phone Paul on 031 328 5850.**
■ Wanted! *Hero Quest, Vendetta, Castle Master, Shadow Warrior, Night Shift, North & South, New Zealand Story, Atom Ant, Time Machine, Power Drift* and *Lotus*. Will swop games one for one. I also want a +3. Will swop for a 48K and about 7 games. **Call Darren on (0978) 750666.**
■ I need an Organ Master for use with a Sinclair 128K. I also want an Echo keyboard (with record and playback facilities) and an Organ Master tape. Also, a printer with 128 interface. Realistic offers only. **Phone Len on 0255 473097.**
■ Wanted! ZX81 toolkits, compilers etc on ROMs or tapes. **Call David on 081 299 0653.**
■ I would like to swop a Speccy 48K and a hundred games for a game gear and one or two games. **Phone Hull 829408 and ask for Graham.**
■ Wanted urgently! *Write Your Own Fantasy Games* by Usborne. I will buy or borrow, will pay or swop. **Phone Simon on 0983 528374.**
■ I desperately want *Lords Of Chaos*. Will swop for *Double Dragon 2, Little Puff, Tracksuit Manager, Renegade, International Match Day* or any combination of these games. **Ring Matt on 0616 824794.**
■ Wanted – SAM Coupé. Will swop for a Spectrum 48K, light pen. Prism VTX 5000, £100 worth of full price games, all *YS* games and lots of mags and books. **Call Rodney after 5pm on Newton-Le-Willows 225789.**

Editor Andy Ide **Joint Art Editors** Sal Meddings & Andy Ounsted **Games Editor** James Leach **Staff Writer** Linda Barker **Art Assistant** Maryanne Booth **Contributors** Marcus Berkmann, Jonathan Davies, Mike Gerrard, Jon North, John Pillar, Adam Waring **Advertising Manager** Cheryl Beasley **Publisher** Jane Richardson **Promotions Manager** Michele Harris **Publishing Assistant** Tamara Ward **Circulation Director** Sue Hartley **Circulation Assistant** Kate Hodges **Group Publisher** Greg Ingham **Managing Director** Chris Anderson **Production Coordinator** Melissa Parkinson **Production Technicians** Simon Windsor, Chris Stocker, Jerome Clough **Subscriptions** Computer Posting, 120/126 Lavender Avenue, Mitcham, Surrey CR4 3HP **Mail Order** The Old Barn, Somerton, Somerset (tel 0458 74011) **Printers** Riverside Press, Gillingham, Kent **Distributors** MMC (tel 0483 211222). *Your Sinclair* is published by Future Publishing Ltd, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW (tel 0225 442244).



■ Happy Birthday to Julie on 2nd July from Mike and Nick.
■ Meekie's message for this month – if your bath plug gets clogged up with hair and fluff, use scissors to untangle the knottage and pull it out using your fingers! Remember – don't forget!
■ Hello to all SAM Coupé owners in Ireland! I want to hear from you with a view to starting a SAM Coupé appreciation and software club. **Phone Pat on Dublin 424315.**
■ Well done to Mark and Paul! Lots of love from your own fat chicken!



■ I am making a tapezine and want reporters for games. I also want your letters and POKEs. Remember if you are doing a review please mark the games out of 100 for graphics, originality and overall. **Phone Chris on 0294 222008.**
■ If you want to advertise in the Computer Catalogue the prices are 50p for a quarter of A5 paper or £1.50 for a page. You can advertise about anything to do with computers and games. **Contact Simon Pitick at 248 Queen Edith's Way, Cherry Hinton, Cambridge CB1 4NI.**
■ Out now! *Speczine* issue one out now! Reviews, news, tips, cheats and much, much more! **For a FREE information sheet telephone 0232 778447. Leave a message if I am unavailable.**
■ *Fart!* A new magazine for the Speccy. It's jam-packed and it only costs 20p. **Contact Graham on 051 523 2241.**

'Your guarantee of value'

This magazine comes from Future Publishing, a company founded just six years ago, but which now sells more computer magazines than any other publisher in Britain. We offer:

Better advice. Our titles are packed with tips, suggestions and explanatory features, written by the best in the business.

Stronger reviews. We have a cast-iron policy of editorial independence, and our reviews give clear buying recommendations.

Clearer design. You need solid information fast. So our designers highlight key elements by using charts, diagrams, summary boxes, annotated photographs, etc.

Greater relevance. At Future, editors operate under two golden rules:
• Understand your readers' needs.
• Satisfy them.

More reader interaction. We draw strongly on readers' contributions, resulting in the liveliest letters pages and the best reader tips. Buying one of our magazines is like joining a nationwide user group.

Better value for money. More pages, better quality: magazines you can trust.

Future PUBLISHING

Home of Britain's finest computer magazines.

**Your Sinclair • Amiga Format
Amiga Power • Amiga Shopper
ST Format • New Computer Express
Amstrad Action • Commodore Format
Sega Power • 8000 Plus • PC Plus
PC Answers**

BACK ISSUES

£2.40 each or... Special Offer

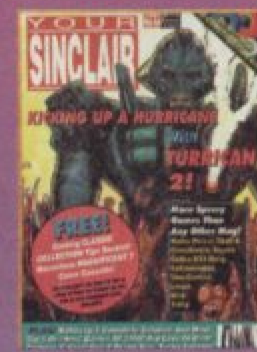
SAVE £4.40!

6 issues for only £10

(Prices include covertape, postage & packaging)









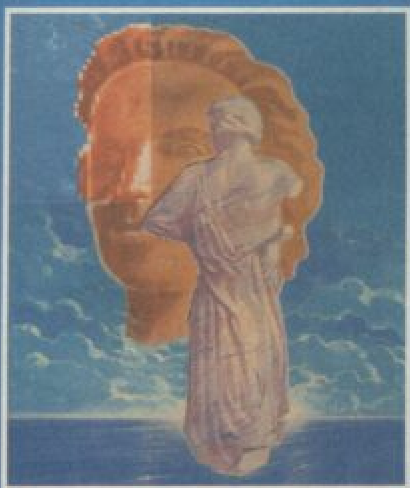




50 FEB ONo YS50
A Nightmare On Robinson St & *Kat Trap* on the FREE tape!
51 MARCH ONo YS51
Falcon Patrol 2, A Harvesting Moon FREE on the tape.
52 APRIL ONo YS52
FREE *Dizzy* & *Lords Of Chaos* demo! *Rainbow Islands* & *Fighter Bomber* Megagamed.
53 MAY ONo YS53
Samurai and a *Scramble Spirits* demo on the tape. *Castle Master* Megagamed.
54 JUNE ONo YS54
Ballbreaker 2 and a *Pipe Mania* demo for FREE! *Pipe Mania, Bloodwych* & *Lords Of Chaos* Megagamed.
55 JULY ONo YS55
FREE *Fernandez Must Die* and *YS Capers* games!
56 AUG ONo YS56
Rebelstar 2 and a *Back To The Future 2* demo on the tape. Plus *The YS Guide To Shoot-'Em-Ups* and *Deliverance, Sim City, Midnight Resistance* and *Turrican* Megagamed.
57 SEPT ONo YS57
FREE tape with *Chaos* and *Zythum*!
58 OCT ONo YS58
Our first 4-Pack with *Rebel, Feud, Tau Ceti* and a demo of *Ironman*! Plus *Monty Python* & *Time Machine* Megagamed.
59 NOV ONo YS59
In the 4-Pack – *Piggy Tales, Pool, Rugby* and *Empire*! Plus *Rick 2* Megagamed.
60 DEC ONo YS60
Sweevo's World, Krakout, Shockway Rider, plus a demo of *Shadow Of The Beast*, and *Robocop 2* Megagamed!
61 JAN ONo YS61
Quazatro, Chubby Gristle & *Hydrofool* plus 2 demos (*Gazza 2, Red October*) on the tape!! Plus *Turtles* Megagamed.
62 FEB ONo YS62
Marsport/Wizard's Lair/Moonlight Madness on the tape. PLUS! *Pang* and *F-16 Combat Pilot* Megagamed.
63 MAR ONo YS63
3 games (*Biggles, Earth Shaker, Dun Darach*) and 2 demos (*BTTF3* & *Switchblade*).
64 APRIL ONo YS64
An *Atomic Robokid* demo, and *Spindizzy, HKM, Mach 3, Bumpy* and *Destrux* on't tape.
65 MAY ONo YS65
How To Be A Complete Ahem, Tir Na Nog, Ethnipod, 10th Frame, Ninja Hamster and *Armalyte* on the tape. Plus *Helter Skelter, Lone Wolf* and *SWIV* Megagamed.
66 JUNE ONo YS66
On the tape – *Rampage, Ice Temple, Syntax, Dominion, Mystical* and much, much more! PLUS! How To Write A Fanzine!
67 JULY ONo YS67
Get down on the covertape to *Brainsport, Ad Astra, Hijack, Double Agent* and much, much more! Plus! *Toki* & *Alien Storm* Megapreviews!
68 AUG ONo YS68
On the tape – *Tempest, Southern Belle, Super Cup Football* and much, much more! PLUS! Megapreviews of *Final Fight* and *Darkman*! AND! *3D Construction Kit* gets a Megagame!

**Please use the form opposite to order the special offer or any of the back issues.
We still have limited supplies of issues 2–49.**

Subscribe and choose one of these great gifts



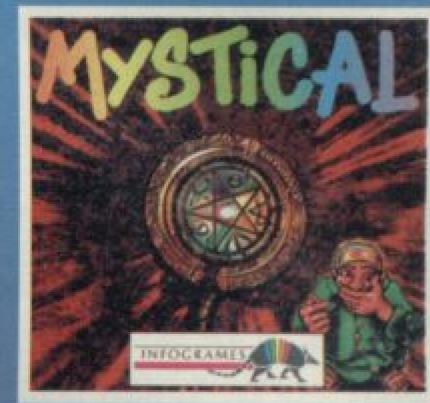
OCP ART STUDIO
A comprehensive, user friendly art and design package. Special version, sells for an amazing £14.99. Cassette only.



PREDATOR 2
Just when you thought it was all over! The Predator returns in this fast and addictive arcade game. It will scare your pants off!



NORTH AND SOUTH
It's all-out American Civil War in Infograme's jolly wacky strategy arcade game! (It's another one of those 'muddy field' jobbies – and it's an absolute corker!)



MYSTICAL
From the Marsh of Eternal Stench to the Garden of Eden, it's shoot-'em-up fun all the way! Blast fiendish baddies and drink toxic potions! (You'll be so glad you did!) From Infogrames.

Get all this...

- **12 issues delivered at no extra charge**
- **a free cover mounted cassette every month**
- **one of these four ace gifts**

for just **£23.40** *less than you would pay at a newsagents*

Complete the coupon and return it, together with your cheque if applicable, to the address below.

YOUR NO-RISK GUARANTEE You can cancel your subscription at any time and we will refund you for all unmailed issues

YES! **Please enter/renew my subscription to *YOUR SINCLAIR* at the all-inclusive price of...**
(tick your choice as appropriate)

❑ **UK £23.40** ❑ **EUROPE & EIRE £37.80** ❑ **REST OF WORLD £51.35**

To ensure your magazine and cassette arrive quickly and undamaged all overseas subscriptions are sent Air Mail.

My choice of FREE game is (cassette only): ❑ NORTH AND SOUTH ❑ PREDATOR 2 ❑ MYSTICAL ❑ OCP ART STUDIO

Please send me the following back issues: *(see opposite page for issues still available)* ______

Name ______

Address ______

Post Code ______ Telephone: ______

Method of payment *(tick your choice)* **Total cost** ______

❑ **VISA/ACCESS** Card No ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Expiry date ☐☐☐☐

❑ **CHEQUE** Please make cheques payable to Future Publishing Ltd and enclose in an envelope with this coupon and send to: **YOUR SINCLAIR, FREEPOST, Somerton, Somerset TA11 7BR**

PLEASE NOTE: THIS OFFER ENDS ON 30TH SEPTEMBER 1991

YS/MAG/0991

TURBOSOFT

+3 DISK SHINOBI £7.99

HOSTAGES Cass. £3.99 Disk £5.99

IN NOW SIM CITY Cass. £7.99 Disk £9.99

Time Machine Cass only £3.99

SPECIALS CASSETTE

	SRP
Brian Cloughs Football Fortunes	3.99
P-47 Thunderbolt	4.99
Mr Heli	3.99
The Cycles	3.99
Dragon Spirit	2.99
Xybots	2.99
Hammerfist	2.99
Ninja Spirit	2.99
Crackdown	2.99
R-Type	2.99
3D Pool	3.99
Starglider 2	4.99
Laser Squad	4.99
Tin Tin On The Moon	2.99
Kick Off 1	4.99
Purple Saturn Day	2.99
Double Dragon 2	4.99
Turrican	4.99
Carrier Command	6.99
Zombi	4.99
Ninja Remix	4.99
Pub Games	2.99
Satan	3.99
Castle Master	4.99
Puffys Saga	3.99
Time Machine	3.99
Bloodwych	3.99
Dragon Ninja	3.99
Night Hunter	3.99
Time & Magic	2.99
Shinobi	4.99
War in Middle Earth	5.99
Bubble Bobble	3.99
Operation Wolf	3.99

POWER UP CASS ONLY £12.99
Altered Beast, X-Out, Rainbow Islands, Turrican, Chase HQ

MINDSTRETCHERS CASS OR DISK £14.99
Monopoly, Cluedo, Scrabble

IN STOCK NOW HEROES CASS £7.99 DISK £12.99
Licence to Kill, Star Wars, Running Man, Barbarian 2

TOLKIENS TRILOGY CASS £8.99
The Hobbit, Lord of the Rings, Shadows of Mordor

GAME, SET & MATCH 2 CASS £9.99
Matchday II, Ian Botham's Test Match, Basket Master, Super Hang On, Track 'n' Field, Superbowl, Winter Olympiad, Steve Davis Snooker, Nick Faldo's Open

KONAMI ARCADE COLLECTION CASS £7.99 DISK £13.99
Mikie, Jackal, Nemesis, Jailbreak, Ping Pong, Yie Ar Kung Fu 2, Hypersports, Shao Ling Road, Green Beret, Yie Ar Kung Fu

DYNAMITE ONLY £11.99 Cass only
Afterburner, Last Ninja II, WEC Le Mans, Double Dragon

30 MEGA GAMES PACK CASS ONLY £12.99
Karnov, Gee Bee Air Rally, Aliens, Super Hang On, Real Ghostbusters, Guadal Canal, Firetrap, Knightmare, Galactic Games, GFL American Football, Wonderboy, High Frontier, Inc. Shrinking Sphere, Supersprint, Prodigy, Basketball, Park Patrol, Ace 2088, Star Raiders 2, Explorer, Big Trouble in Little China, Mermaid Madness, Corporation, Hacker, Ghostbusters, Spindizzy, Baseball, Dandy, Rampage, Enduro Racer.

SPECTRUM TOP 30 HITS

	CASS	DISK
Robocop 2	8.99	12.99
Kick Off 2	7.99	11.99
Golden Axe	8.99	11.99
Pang	8.99	11.99
Chase HQ 2	8.99	11.99
NARC	8.99	11.99
Switchblade	8.99	11.99
Welltris	8.99	11.99
North & South	9.99	12.99
Cricket Captain	7.99	N/A
F16 Combat Pilot	11.99	14.99
Light Corridor	7.99	11.99
Toyota Celica G.T.	8.99	11.99
Star Control	8.99	12.99
Multi Player Soccer Manager	7.99	N/A
Navy Seals	8.99	12.99
Super Monaco G. Prix	8.99	12.99
Back to the Future 3	8.99	12.99
Super Cars	8.99	12.99
Skull & Crossbones	8.99	12.99
European Superleague	9.99	12.99
Predator 2	8.99	12.99
Viz	8.99	11.99
Hero Quest	8.99	12.99
Shadow Dancer	8.99	12.99
3D Construction Kit	18.99	22.99
Hydra	8.99	12.99
Toki - Goes Wild	8.99	12.99
Lone Wolf	7.99	N/A
Championship Run	8.99	11.99

SPECTRUM CLASSICS

	CASS	DISK
Adidas Football	8.99	N/A
Airborne Ranger	7.99	11.99
Batman The Movie	7.99	11.99
Bridge Player 2150	14.99	22.99
Carrier Command	10.99	13.99
Championship Golf	7.99	N/A
Chase HQ	7.99	11.99
Chips Challenge	8.99	12.99
Colossus Bridge	8.99	11.99
Colossus Chess 4	7.99	11.99
Cricket Master	7.99	N/A
Driller	3.99	N/A
Emlyn Hughes Soccer	7.99	11.99
E-Swat	8.99	11.99
Extreme	8.99	12.99
F-15 Strike Eagle	7.99	N./A
Football Director II (128k)	12.99	12.99
Football Director 2 (+2 version)	13.99	13.99
Football Manager II + Exp Kit	7.99	N/A
Grand Prix Circuit	7.99	12.99
Gunship	7.99	11.99
Heroes of the Lance	7.99	11.99
Iron Lord	11.99	16.99
Judge Dredd	8.99	12.99
Loopz	8.99	11.99
Lotus Turbo Challenge	8.99	12.99
Midnight Resistance	7.99	11.99
Monty Pythons Flying Circus	7.99	11.99
New Zealand Story	7.99	11.99
Operation Thunderbolt	7.99	11.99
Pipemania	7.99	11.99
Project Stealth Fighter	7.99	11.99
Puffys Saga	8.99	11.99
Puzznic	8.99	12.99
Rainbow Islands	7.99	11.99
Rick Dangerous 2	7.99	11.99
Robocop	7.99	11.99
Saint Dragon	8.99	11.99
Shadow of the Beast	8.99	12.99
Shadow Warriors	7.99	12.99
Silent Service	7.99	N/A
Sim City	7.99	9.99
Super Off Rd Racer	8.99	12.99
Tank Attack	9.99	12.99
Teenage Turtles	8.99	12.99
The National	7.99	N/A
Time & Magik	4.99	9.99
Total Recall	8.99	11.99
Treble Champions	7.99	N/A
Untouchables	7.99	11.99

FORTHCOMING ATTRACTIONS

	CASS	DISK
Greg Norman's Golf	9.99	12.99
Beach Volley	7.50	11.99
Player Manager	7.50	11.99
Sly Spy	7.50	11.99
Gunboat	7.99	12.99
Last Ninja 3	9.99	N/A
Hard Drivin 2	8.99	12.99
Z-Out	8.99	11.99
Robozone	8.99	11.99
Creatures	7.99	N/A
Never Ending Story 2	8.99	11.99
Jahangir Khan's Squash (128K)	8.99	12.99
Exterminator	8.99	13.99
Dick Tracy	8.99	12.99
Gauntlet 3	8.99	12.99
I Play 3D Soccer	8.99	12.99
Battle Command	10.99	12.99
RBI 2 Baseball	10.99	12.99
Thunder Jaws	8.99	12.99
Turrican 2	8.99	11.99

NOTE: Not all titles listed in Forthcoming Attractions are released at time of going to press. These will be sent on day of release. Subject to availability

WAR GAMERS

	CASS	DISK
Ancient Battles	11.99	N/A
Arnhem	7.99	N/A
Austerlitz	9.99	N/A
Battle of the Bulge	9.99	N/A
Blitzkrieg	7.99	N/A
Crete 1941	9.99	12.99
Cromwell at War	9.99	N/A
Desert Rats	7.99	N/A
Invasion Force	9.99	N/A
Napoleon At War	7.99	N/A
Overlord	7.99	N/A
Roundheads	3.99	N/A
Stalingrad	7.99	N/A
The General	9.99	N/A
Vulcan	7.99	N/A
Wellington At Waterloo	9.99	N/A
Yankee	7.99	N/A
Zulu War	7.99	N/A

+3 DISK SPECIALS

Bards Tale I	6.99
Butcher Hill	4.99
Shinobi	7.99
Intensity	4.99
Captain Blood	2.99
Vindicators	4.99
3D Pool	7.99
PHM Pegasus	4.99
Escape Planet Robot Monsters	7.99
Bloodwych	6.99
Tin Tin of the Moon	2.99
Purple Saturn Day	4.99
Hostages	6.99
Football Manager 2	5.99
X-Out	5.99
Turrican	7.99
Stir Crazy - Bobo	2.99
Iron Lord	9.99
Zombi	7.99
Spy Who Loved Me	7.99
Night Hunter	7.99
Sim City	9.99
Ninja Warriors	6.99

IN CROWD ONLY £11.99
Barbarian, Gryzor, Crazy Cars, Predator, Karnov Combat School, Target Renegade, Falcon

TAITO COIN OP ONLY £9.99
Rastan, Flying Shark, Bubble Bobble, Arkanoid, Starfight, Arkanoid II, Renegade, Legend of Kage

SUPREME CHALLENGE ONLY £4.99 DISK £10.99
Elite, Ace, Sentinel, Starglider, Tetris

SOCCER SPECTACULAR ONLY £4.99 DISK £10.99
Football Manager,Peter Beardsleys Soccer, World Champions, Handball Maradonna Soccer Supremo

WORLD CUP 90 COMPILATION ONLY£4.99 DISK £9.99
Tracksuit Manager Gary Linekars, Hot-Shot, Kick Off

CHALLENGERS CASS ONLY £4.99
Bomber, Pro Tennis Tour, P47, Rick Dangerous, Carrier Command

DIZZY COLLECTION CASS ONLY £7.99
Dizzy, Fast Food, Fantasy World Dizzy, Treasure Island Dizzy, Dizzy in Magicland

MEGA MIX ONLY £11.99
Barbarian II, Dragon Ninja, Operation Wolf, The Real Ghostbusters.

30 RED HOT HITS ONLY £7.99

Ghostbusters, F.A. Cup, Agent X, Kane, L.A. Swat, Ninja Master, Rasputin, Ollie & Lisa, Ricochet, Zolyx, Way of Exploding Fist, Dan Dare, Formula 1, Dark Sceptre, Brian Jacks Superstar Challenge, Tau Ceti, I-Ball, Park Patrol, Thrust, Harvey Headbanger, War Cars, Tarzan, Druid II, Ninja Hamster, Magnetron, Mystery of the Nile, Frightmare, Mega Apocolypse, Traz, Catch 23.

LOOK! MEGA OFFER LOOK!

For every £10 spent you can choose a free game from the list below (Cass. only) Hive, Explorer, Dervish, Big Sleaze, Tempest, Hacker (128K), Ballbreaker, Ms Pacman, Last Mohican, Rex, Arc of Yesod (48K), Arc of Yesod (128K), Cauldron, Guadal Canal, Captain Blood, Book of the Dead, Ballblazer (128K)

All the above available @ £1.99 each.

Games subject to availability, items may be substituted.

Offer also applies to the following + 3 disk games:- Captain Blood, Stir Crazy Bobo, Tin Tin on the Moon

Please charge my Access/Visa No: .... **Expiry Date:** ....

ORDER FORM (Access, Eurocard, MasterCard, VISA)

Please supply me with the following for

Computer ....

Titles	Price

Customer Number:

DATE: ....

NAME: ....

ADDRESS: ....

....

....

................Post Code................

TEL: ....

YOUR SINCLAIR SEPT. '91

Please make cheques & PO payable to ***Turbosoft***

(Credit card orders taken payment cashed only on despatch.) Orders under £5 add 75p P&P per item. For first class add 75p P&P per item UK only. EEC countries add £2.00 per item. Non EEC countries add £3.00 per item. Express airmail £4.00 per item. All items subject to availability. All prices subject to change without notice. E&OE. Please note: Mail Order companies may take up to 28 days to deliver goods from receipt of order.Please allow for cheque clearance

TO PROTECT AND SERVE
SPEC TEC YS

Got a problem? Get it solved! With

ADAM WARING

SPEC TEC



His tips are the tops, and he's happy to help. (So long as it's cash in hand.)

Keep it down, will ya! I'm on surveillance. It's this dame, see. Her husband reckons she's cheatin' on him, and I'm the guy who's gonna find out. Ah. The bedroom light's just come on. Quick, c'mon, let's take a peek...

...Holy Moly! I think we've hit the jackpot. Just take a few snaps of this and we're in the money. Hold on a minute, who's that with her... it's Chief Eagleburger from down the precinct. Whoops! Time to make a discreet exit. Ah, I think I hear someone coming...



A LOAD OF TROUBLE

I have a Speccy+2 which shows the year 1982 on the screen when it is first on power.

NONE, not one, of the tapes I have collected with the issues of *Your Sinclair* will LOAD. I have tried MERGE but this doesn't help either.

The early blue and yellow stripes flit by; I do not get "PROGRAM: ????????" on the screen; I even get the message "OK" but nothing has gone into the machine.

I should add that my tape of *EFIL* and the other tapes do load without any problems.

Please help! What can I do to make full use the magazine.

Geoff Beyson
Welwyn Garden City



As with everything, including life, the occasional tape on the front of YS will be unreliable. But not all of them.

What's more likely is that there's a problem with your tape recorder; the head alignment's the culprit, I'd say.

So how have I deduced this? Well let's take a look at the facts:

***1.** None of the covertapes load.*

***2.** EFIL loads without trouble.*

*Okay, take number one. As none of them load, then we must assume that they **do** work; the chances of them all being faulty are next to nothing. This suggests that there is something wrong with your equipment...*

However, EFIL does load. This is a program you typed in and saved yourself. This brings us to the conclusion that the problem is only with programs that have been saved on someone else's machine.

The alignment is the angle between the cassette head and the tape. For perfect results it should be at 90 degrees. But, should it be off the 90 degree angle, it will still work well with signals recorded with it, as they are both saved and loaded with the head at the same angle.

So, all the evidence points to this. But how do you fix it?

You could take a 12 lb claw hammer and beat the cassette recorder into a million pieces. This wouldn't actually fix it, but it might make you feel better.

Or, you could get hold of a watchmaker's screwdriver (the type you tighten the arms of your shades with). Get a music tape, something like Louis Armstrong, and play it. There should be a tiny hole just above the play button. Just inside that should be a tiny screw. Insert the tiny screwdiver into this, while the tape is playing, and rotate it, just a fraction. If the sound gets worse, then rotate the other way. When the sound is at the crispest, then you've got the alignment just right.

Now your tapes should work just fine. The only problem may be that the tapes that worked with the previous, badly set alignment, may no longer work.

I told you life was unreliable. **Ad.**

I'M GAME

I am making a game, sorry, I'm *trying* to make a game, but with very little success. Is there a game maker going cheap for the Speccy? If not, could you send me as much info on machine code that you have in your brains.

Peter Hazell
Bristol

Depends very much on the style of game that you want to write, Peter. If you had in mind a sort of 3D Freescape type of game

SPECIAL INVESTIGATION SOLVED

SPECIAL INVESTIGATION SOLVED!

PROTECT YOURSELF

In reference to Adam Gatward's problem in your Spec Tec column last month, I have rather kindly (though I say it myself) enclosed some methods of saving programs with protection.

The following listing will save a screen, along with a BASIC program attached to it. Add these two lines to the end of your program and type **GOTO 9998** to save it:

```
9998 LOAD "<picture filename>"
SCREEN$:POKE 23613,0
9999 LET STKEND=PEEK
23653+256*PEEK23654:SAVE "<game
name>" CODE 16384,STKEND-
23500+7168
```

Reload the program with **LOAD "" CODE**. You may also save a BASIC program as a **CODE** file without a screen by omiting line **9998** and altering line **9999** to read:

```
9999 LET STKEND=PEEK
23653+256*PEEK23654:SAVE "<game
name>" CODE 23552,STKEND-23500
```

Obviously there are ways of getting around these devices, but I hope they will be of some use to your readers, especially Adam Gatward.

Mark McCormack
Lepton, West Yorkshire

Neat tip, kid. I take my trilby off to you. And remember, foks – there's a prize for all special investigations solved. **Ad.**

SPECIAL INVESTIGATION SOLVED



then Domark's 3D Construction Kit *would be right up your street. On the other hand, you may decide an adventure is more your type of game. Then you'd find that* The Quill *or* PAW *from Gilsoft is better suited to your needs.*

A shoot-'em-up kit was made by Melbourne House many moons ago. But they went bust, and I don't think you'd have a lot of luck tracking a copy down. Give Input Output a try, and see if anyone is willing to part with their copy. **Ad.**

PAPER CHASE
For the benefit of any readers unable to obtain printing paper for the Alphacom Printer. This can be obtained from Tandy Shops, cat no. 26-1332, priced £3.99 for a pack of two rolls.

This paper is non-fading, unlike 'official' Alphacom paper.
L Simpson
Mansfield

Thanks, for the tip. As you know, all tips get a small reward from the Spec Tec. I know how to keep my contacts sweet. **Ad.**

SELF ASSEMBLY
I would like some advice. *(You've come to the right place then. Ad)* What function does a Z80 assembler perform? And, more to the point, would I need to know any special kind of programming language, or would a general knowledge of BASIC do? Is it easier to write programs using a Z80 assembler? Are there any books I could buy from which I could learn to write programs for the Speccy?

Last of all, if you write a program and SAVE it, is it possible to write another program and then merge the two together, without any problems, so the programs work as one?
Bobby Murphy
Stockport

Assemblers, huh? Nothing but trouble if you're asking me, Bob. To answer your questions though – an assembler is a program that allows you to develop machine code programs. A general knowledge of BASIC most certainly would **not** *do – you'd need to learn machine code. No, it wouldn't make it easier to write programs, machine code is about a zillion times more difficult to learn than BASIC. Not surprisingly, there are books that attempt to make the road to learning machine code an easier one to follow, though you may find that many of these are out of print nowadays.*

However, if you're not put off, there are plenty of advantages to learning machine code. For a start, programs run far more quickly, often by factors of a thousand fold. It's only possible to write commercial quality games in machine code.

I can offer more positive news about your second query. Two BASIC programs can easily be merged together with the spookily-named MERGE command. Simply load in the first program in the normal way. Then type **MERGE "filename"**. *The programs will combine into one listing.*

One warning, though. If the line numbers are the same, then the first clashing lines in the first program will be overwritten by the second program. It's a good idea to give programs that you may want to merge into others high line numbers to avoid this possibility. **Ad.**

SAM NEWS

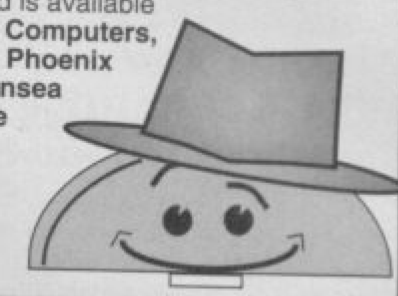
SAM MOUSE
Take a look round the back of the SAM Coupé, and you'll come across a round DIN socket, labelled 'mouse'. But we've yet to see anything to plug into the thing – until now…

SAM Computers have just announced a mouse package, which comprises of a mouse, an interface, and software. The interface fits between the computer a standard ST compatible mouse. The one supplied with the interface is the popular Contriver mouse, but may be replaced with another make should you have a particular fave.

Software-wise there's a mouse driver which can be included in your own programs. A simple sliding puzzle game is also included, and a mouse-compatible version of the classic SAM package *Flash* allows you to vent you're artistic bent.

SAM Computers say that they'll be producing mouse-compatible software in the future, starting with their series of midi programs coming soon. Watch this space…

The mouse and interface package costs £39.95 and is available from **SAM Computers, Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea SA7 9EH. Tel 0792 700300.**



BREAKING OUT
I write adventure games and would like to ask you 2 questions.
1. What do you do to stop people being able to break into your programs by pressing the BREAK key?
2. Did you write *Ninja Massacre*?
James Taylor
Chesterfield

What does any of this have to do with adventure games? Anyway, to answer your questions:
1. One way is to alter the error stack, so that when a break is detected the computer jumps to the incorrect address, causing the whole thing to crash. But any error, not just a BREAK error will cause such a crash. Make sure that your program is completely bug-free before you protect it.



This isn't the friendliest way to disable the BREAK key, but it's the one I remember. At the start of the program insert the line:

5 POKE 23613,0

2. Okay, okay. You've sussed me out. It was a long time ago, and I needed the cash. Anyway, CodeMasters have since released the game on the value packed Quattro Combat *tape, a barg at only £2.99 and available now! (I'm still getting paid off for it now, see.)* **Ad.**

KEY QUESTION
Is it true that at one time new keyboards were available for the Spectrum 48K? I believe they were white and resembled the Amstrad keyboard. The reason I am asking is that some of the keys on the top left hand side of the keyboard are only working now and again, which clearly hampers programming and the playing of adventure games. I think that it is the metal casing peeling away from the keys that is the trouble. Please, please could you tell me where I could get one from.
Paul Ely
Oldham, Lancs

A number of replacement keyboards have been available for the Speccy in the past, but you may find them difficult to get hold of nowadays.

It is possible to replace the worn parts, though. What's most likely to have gone is the keyboard membrane – 2 sheets of contacts separated by a layer of plastic with holes where the keys meets. After years of use, these tend to lose conductivity. Look through the small ads in the back of YS for a suitable replacement. They don't cost too much, and can be fairly easily fitted yourself. **Ad.**

PRINT OUT
Through your magazine I bought a printer for my Speccy+2. The printer was plugged in and then the screen was attacked by loads of little squares. When the BREAK button was pressed nothing happened except a gush of smoke came out the back and I quickly turned it off. I tried the printer on my friend's +2 and now the power doesn't work at all. My parents and my friend's parents are not amused. Could it be coincidental that our computers have taken a holiday or have we been sold a computer destroying printer?

Please help. Will I need to repair my computer or chuck the printer in the bin? What could possibly have gone wrong?
N Weaver
Mansfield, Notts

Whatever you do, don't attempt to 'test' the printer on anybody else's computer – it looks very much like the printer has a very serious fault.

Get in contact the company who supplied the printer. It isn't fit for the purpose it's sold for, and under the sale of goods act you're entitled to a refund for the faulty product and compensation for the repair of the equipment it damaged. For further advice, you should get in contact your local Trading Standards Department – you'll find them listed under Nottinghamshire County Council in the phone book. **Ad.**

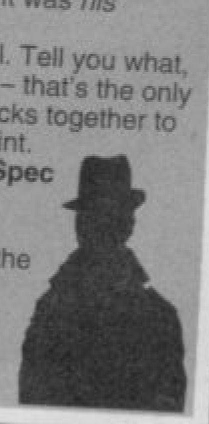
YOU KNOW WHERE TO fIND ME

Honestly officer, I can explain everything! Oh, what's the use? Chief Eagleburger's had me banged up in the clink. How was I supposed to know that it was *his* house…

I'll never afford the bail. Tell you what, get some letters into me – that's the only way I can get enough bucks together to buy my way out of this joint.

Write to **Adam Waring, Spec Tec, *YS*, 30 Monmouth Street, Bath BA1 2BW.**

My secretary will pass the mail on to the county jail. (And hurry, I'm already getting sick of bread and water.)



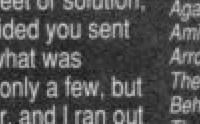
YS ADVENTURES



Pass the Kleenex – the end is nigh. MIKE GERRARD is making his excuses and about to (boo-*HOOOO!!!*) leave...

From deep in the county of Shropshire, otherwise known as Salop for reasons lost in the mists of time, comes a new adventure/fantasy/SF/RPG maggy-zine, called ***The Adventurer's Herald.*** I know nothing about it other than what I've gleaned in a news snippet in the ever-reliable *ZAT* Spectrum mag... which also comes from Shropshire! Spook! To find out what the *Herald*'s all about, bung your SAE to the editor, **Rik Jones**, a Dungeon Master extraordinaire who lives in a PO Box (no. 522) in Tweedale, Telford, Shropshire.

Now this is what I call news (volume 17). **Gordon Inglis** has extended himself, so to speak. Having established his Spectrum adventure PD library, and his trade in second-hand adventures, he's now going into the mail order market trading in new adventures too. Well, old but new. New but not second-hand, but not brand-new. Anyway, let me just tell you the first two he's got, then you'll know what I mean. They're two Level 9 titles, and they really are rather juicy. *Ingrid's Back* retails at £5.99, and *Gnome Ranger* stands at a mere £4.99, including postage. Crumbs, as the baker said to the actress. (No, I don't know what it means either.)



Gordon's also just acquired the rights to *Energem Enigma* and *The Extricator*, a couple of other golden oldies, and by the time you read this he'll probably have worked out what the price of them is. To find out, send your SAE's or cheques for the *Ingrid* games to GI Games, 11 West Mayfield, Edinburgh EH9 1TF. Gordon points out that this new company is a division of his main company, Sandven Ltd, which has been going since 1976, so he's no fly-by-night operator. He's also looking for other titles to publish, either oldies that have already been out (but the authors would like to see them republished) or brand-new, unpublished titles.

Before sending your games off to a publisher or a reviewer, you must get them heavily play-tested. It's amazing the mistakes you can miss in your own games because you're so familiar with them. I speak from experience. Someone who offers a play-testing service is **Gareth Pitchford** of 45 Underwood Drive, Whitby, Ellesmere Port, South Wirral L65 9BH. He's done it for several excellent games that have been published recently, and offers to do it for you too (the little devil). All he needs is an SAE, solution, instructions and map. Oh, and a copy of the game.

Did any of you lot out there buy **FSF Adventures**' game



YOURS FOR THE COST OF A STAMP

In the early days when *YS* was young and carefree, I introduced the idea of the 'freebie' – a help sheet or solution, which you could get provided you sent in an SAE. I used to list what was available cos there were only a few, but bit by bit things got bigger, and I ran out of room. Now, of course, loads of people offer solution sheets, but they can't call 'em freebies cos they usually charge for them. So I thought I'd get up to date a bit, and print out a nice long list of what I've got – and all for the cost of an SAE. The second half will continue next month when I won't actually be here, but my *YS* address will, so keep sending your requests into that and I'll carry on sending the solutions out even though I've stopped writing for the mag. (And for those of you who don't read introductions and don't understand what I'm talking about then perhaps you'd better hop over to that little section on the other side of the page called *That's All, Folks!* It should fill you in!)

1942 Mission
Adventure 100
Aftershock
Agatha's Folly
Amity's Vile
Arrow Of Death Part I
The Balrog And The Cat
Behind Closed Doors I/II
The Big Sleaze
Blade The Warrior
Blizzard Pass
Book Of The Dead
Bored Of The Rings
Brian The Bold
Bugsy
Bulbo And The Lizard King
Castle Blackstar
Castle Colditz
Castle Eerie
Castle Thade Revisited
The Changeling
Circus
Claws Of Despair
Cloud 99
Colditz
Colossal Cave Adventure
The Colour Of Magic
Commando
Corruption
Crown Of Ramhotep
Crystal Cavern
Crystals Of Chantie
Crystal Quest
Cuddles
Curse Of The Seven Faces
Custerd's Quest
Demon From The Darkside
Devil's Island
The Doomsday Papers
Double Agent
Dragon Slayer
Dr Goo
Dusk Over Elfinton
Earthshock
El Dorado
The Energem Enigma
Erik The Viking
An Everyday Tale Of A Seeker Of Gold
Eye Of Bain
Father Of Darkness
The Final Mission
Forest At World's End
The Forgotten Past
Fortress Of Keller
For Your Thighs Only
From Out Of A Dark Night Sky
Funhouse
Future Tense
Galaxias
Gauntlet Of Meldir
Giant Adventure
Gods Of War
Golden Apple
The Golden Rose
Grange Hill
Greedy Gulch
Green Door
Ground Zero
Guild Of Thieves
Hampstead
A Harvesting Moon
Heavy On The Magick
The Helm
Heroes of Karn
The Hobble Hunter
Holiday To Remember
HRH
The Hulk
Imagination
Inferno
The Inner Lakes
Inspector Flukeit
Invincible Island
The Jade Stone
Jekyll And Hyde
Jester
Jhothmia
Jinxter
The Jolly Duplicator
A Journey One Spring
Journey To The Centre Of Eddie
Smith's Head
Karyssia
Kentilla
Knight's Quest
Labours Of Hercules
Loads Of Midnight
Lord Of The Rings
Lords Of Midnight (tips only)
Mafia Contract
Magic Castle
Magic Mountain
To The Manor Bourne
Mansion Quest
Marie Celeste
Matt Lucas
Merhownie's Light
Message From Andromeda
Mindfighter
Molesworth
Mordon's Quest
The Moreby Jewels
Monster
Moron
Mountains Of Ket
Murder Off Miami
The Neverending Story

Phew, eh?! (More next month!)

HOW TO DROP YOUR KNICKERS

What's this? Has charming mild-mannered Mike at last flipped his lid and gone into adventure-porn? No, it's just a pathetic way of attracting your interest to a two-part article explaining how to manipulate objects and containers using Gilsoft's *PAWS*.

Adventure author Mark Cantrell has agreed to reveal some more of his secrets especially for *YS*, explaining the clever way he uses it to produce some of the effects in his games like *Diablo*, *Jester Quest* and *Gods Of War*, all published by Zenobi Software. This month he shows how to put objects into containers (I'm saying nothing), and next month how to get them out again and then drop them (without smashing everything inside). Over to you, Mr Cantrell...

PAWS makes life easier in dealing with objects by the way it uses condacts (conditional actions) which automatically put objects into containers, or remove them. However, you still have to arrange the containers yourself and see if they are present or not.

Each container must have an empty room of the same reference number as its object text, to use as its 'inside'. So, in effect, when you're placing an object inside another object which you've specified as a container, what you're actually doing is placing it in an empty room somewhere in the adventure map – but a room that has no paths into it or exits out.

One suggestion is to arrange all your containers in the object table so that they number from one onwards. The actual rooms that the player can enter – the ordinary locations – can then be numbered starting one higher than the last container number. All the previous rooms therefore form the insides of all your containers – bags, sacks, pockets or whatever you want. Object zero is, of course, the source of light, and room zero is your title page.

An object is specified as a container in the object attributes table (X) – the table where you also specify whether an object can be worn, and its weight. Each object must have attributes entered for it. These are its weight (I use a weight of zero to indicate that an object cannot be carried, e.g. an elephant!) and its status. This can be either no further attribute (zero), a container (one), a wearable item (two) or a container that can also be worn, like a rucksack (three).

According to the *PAWS* technical guide, if you give a container a weight of zero then the sum weight of everything in that container will not be taken into account when the program determines how much weight the player is carrying in total. This way, you can carry an unlimited amount of weight. You don't have to do this, it's just one possibility for you. Of course if you do do it, and want to use a particular weight to specify an object that cannot be carried, then you'll have to use a weight other than zero.

Putting Objects into the Container

Because *PAWS* uses special condacts to take the work out of moving objects in and out of containers, these commands are quite easy. For example, if we have a bag as object number one, then in the attributes table we enter its weight and an attribute of one (to indicate a container, as shown above). We then enter condacts as follows in the response table...

```
PUT  NOUN2 BAG; Specify the bag?
          PRESENT 1; Is the bag
          present?
          AUTOP 1; Put object in bag
          DONE; Finish command

PUT  NOUN2 BAG; As above
          ABSENT1; No bag around?
          SYSMESS 26; Tell player
          "There isn't one!"
          DONE; Finish command

PUT  SYSMESS 60; "Put it where?"
          DONE; Finish command

PUT  ALL  NOUN2 BAG;As above
          PRESENT 1; Is the bag
          here?
          DOALL 254; Process all
          carried objects
          DONE; Finish command
```

These example lines show how easy it is to make use of containers. The first line checks the LS (Logical Sentence) beyond the simple verb/noun to see which container the player means. If your game only has one container, then you wouldn't need this condact. If you have more than one bag then you can distinguish them by using adjectives (green bag, large bag, leather bag etc). The line then checks that the appropriate bag is present, and the AUTOP condact AUTOmatically Processes the specified object. If the object is being carried then it's put inside the bag. Otherwise, the condact reports the status of the object (you're not carrying it, it isn't here, you're wearing it etc). DONE then finishes off that little command, so that the program doesn't automatically go on to the next in line. Don't forget your DONEs!

The next line processes the command if the bag is absent, letting the player know. The SYSMESS (SYStem MESSage) can of course be any number (you don't have to use 26 for "There isn't one!"), just as long as you specify the right number for that message (a bit obvious for experienced users I know, but something novices need to be reminded of).

The next line would follow all the extended LS commands, and is used to ask the player where they wish to put an object if they haven't specified a container. Alternatively, you can just arrange for the object to be dropped, to let the player know he forgot to say IN THE BAG.

The last line obviously performs the PUT ALL option. Again it checks which container the player is referring to, and that it is actually there. It then initiates a DOALL loop which looks for carried objects and processes the following lines in turn for each object it finds. Although it's listed last here, in *PAWS* it's among the first lines to be scanned for this command. You must check that the bag is present because if you don't you'll get "There isn't one!" printed onscreen for each object, instead of just the once.

And there you have it. Swift and sweet, and straight to the point (and probably totally incomprehensible in the process!). But if it tickled your taste buds then be sure to come back next month when we'll be finishing things off. See you!

Axe Of Kolt? Well, at the time of writing, the £50 prize going begging in the compo is still unclaimed, despite zillions of copies being sold. So it could be worth that extra little bit of effort if you think you're partway to solving it.

Get a move on though, cos FSF's next few games will soon be out now that programmer Larry Horsfield's finished converting *Magnetic Moon* and *The Axe Of Kolt* for the Amstrad CPC and PCW machines. (*The Axe Of Kolt* is also being converted for the Atari ST – remember, you played it first on your cuddly little Spectrum!) The next Speccy release will be *Grue-Knapped*, written by Bob Adams, a regular contributor to the *Adventure Probe* fanzine, closely followed by *The Krazy Kartoonist Kaper*, written by that Krazy Kartoonist Kez Gray. My mind boggles at what that one will be like!



THAT'S ALL FOLKS!

This is probably the hardest bit of writing I've ever had to do for the spankiest mag in the known universe, *YS*. It's to say goodbye, after five and a half years. Yup, the time has come, the walrus said, to love you and leave you (please form an orderly queue by the door). It's been a difficult decision to make, but I've been offered vast wealth and untold riches by a publisher to write a book, which will keep me fully occupied for the next three months, and then I have to start work writing something for the radio. Aside from doing the adventure section in my sleep – and I've never been able to get the hang of that one – there's no way I can combine the two.

I suppose the best way to finish is by repeating the opening words of my very first column, back in May 1986 (then we can pretend it was all just a dream): "Right, to begin let me say that these are going to be some of the best adventure pages around, so keep reading 'em." That'll still be true, thanks to the Ed and his team of mighty minions, there'll just be a prettier face at the top of the page – that of Tim Kemp, the splendidly talented editor of fanzine *From Beyond*. So the best of luck to him, and in the meantime I'll bid you farewell, sniff, sob, boo-hoo...



+D System

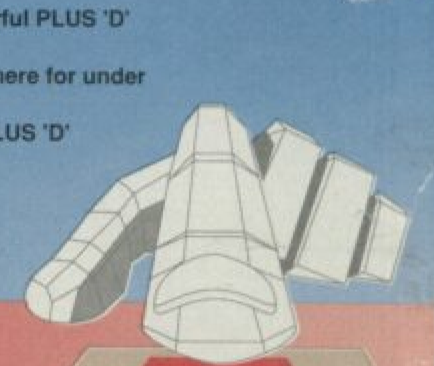
INTERFACE & DRIVE



THE ULTIMATE SPECTRUM ADD-ON!....

WITH THIS AMAZING DISK DRIVE AND INTERFACE PACKAGE YOU CAN BRING YOUR SPECTRUM INTO THE WORLD OF SUPERFAST DISK STORAGE AND RETRIEVAL

- The PLUS 'D' System consists of a top quality double-sided Disk Drive (complete with power supply) and the powerful PLUS 'D' Interface. Plus connecting cable.
- Full 80 track Drive giving almost 800K of fast disk storage using the industry standard 3.5" disks - (available anywhere for under £1.00 each) with enough room for up to 16 full size programs per disk!!
- Offering more than twice the storage capacity of a standard IBM Disk Drive and even more than an ATARI ST, the PLUS 'D' System takes you into the realms of mass storage.
- Load programs at Superfast Speed!! - a whole 48K program in seconds. No more waiting for tapes to load.
- The PLUS 'D' actually gives your Spectrum an alternative operating system with dozens of advanced commands.
- Extremely simple to use but very advanced in it's speed and operation.



BUT THATS NOT ALL!!
THE PLUS "D" HAS A UNIQUE "SNAPSHOT" FEATURE!

- Yes, at the press of the "Snapshot" button you can freeze the program in memory and save it to disk.
- Transferring tape programs to disk couldn't be simpler - up to 16 per disk!
- Works with 48K and 128K programs.
- Special 'Screen Dump' feature allows you to print out any screen to an Epson compatible printer. (Printer lead available £9.99 if required)

**AVAILABLE FOR 48K/128K/+2/+2A/+3 COMPUTERS (PLEASE STATE WHICH WHEN ORDERING)
NOTE THAT THE +2A COMPUTER HAS A BLACK CASE UNLIKE THE +2 WHICH HAS A GREY CASE. IT IS IMPORTANT TO STATE EXACTLY WHICH MODEL OF SPECTRUM YOU HAVE WHEN ORDERING.**

If you have your own suitable Disk Drive (Plus 'D' will work with 40 or 80 track 5.25" or 3.5" drives) then we can supply the Plus 'D' Interface separately for

ONLY £59.99

COMPLETE PLUS D INTERFACE AND 800K DISK DRIVE POST FREE!!

ONLY £129.99

WARNING 1988 COPYRIGHT ACT WARNING

Datel Electronics Ltd., neither condones or authorises the use of it's products for the reproduction of copyright material.
The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given. It is illegal to make copies, even for your own use, of copyright material, without the clear permission of the copyright owner, or the licencee thereof.

HOW TO GET YOUR ORDER FAST!

DATEL Electronics Limited

TELEPHONE [24Hrs] 0782 744707 CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

DATEL ELECTRONICS LTD.

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND
FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

P/D 3

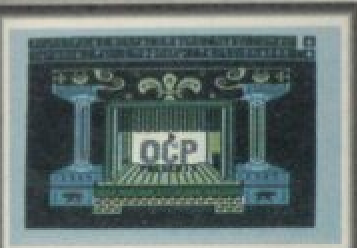
NOW A TOTAL MOUSE/GRAPHICS PACKAGE FOR YOUR SPECTRUM AT A TRULY UNBEATABLE PRICE!!





SPECIAL OFFER PACK!!

Genius Mouse



COMPLETE WITH OCP ADVANCED ART STUDIO

- **Genius Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.**
- **When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...**
- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it, etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode. ● Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.
- Mouse Interface even has a built-in Joystick Port (Kempston compatible). Accepts any 9 pin Joystick.

AVAILABLE FOR 48K/128K/+2/+2A/+3 COMPUTERS (PLEASE STATE WHICH WHEN ORDERING) NOTE THAT THE +2A COMPUTER HAS A BLACK CASE UNLIKE THE +2 WHICH HAS A GREY CASE. IT IS IMPORTANT TO STATE EXACTLY WHICH MODEL OF SPECTRUM YOU HAVE WHEN ORDERING.

ONLY £49.99

TOTAL PACKAGE INCLUDES GENIUS MOUSE, INTERFACE, OCP ADVANCED ART STUDIO PLUS FREE MOUSE MAT AND HOLDER



FREE! MOUSE MAT AND MOUSE HOLDER (WORTH £12.99) WITH EACH PACKAGE



LC 200 COLOUR PRINTER PACKAGE

NOW YOU CAN PRINT OUT YOUR PICTURES IN FULL COLOUR!

- The Star LC200 Colour Printer not only prints in Near Letter Quality for your regular jobs but also prints out your pictures from Art Studio, etc., in genuine colour!
- LC200 is a full Centronics printer so it works with other computers (Amiga, ST, etc.).
- Made possible by Datel's unique colour printer driver - now you can have a hardcopy in up to 16 colours!! ● No more to buy - just plug in and print!!

PACKAGE INCLUDES... STAR LC200 COLOUR PRINTER RRP £299.00
CENTRONICS PRINTER INTERFACE RRP £19.99
DATEL COLOUR PRINTER DRIVER SOFTWARE RRP £19.99
NORMALLY £337.98

COMPLETE PACKAGE NOW ONLY £239.00

COLOUR PRINTER DRIVER AVAILABLE SEPARATELY ONLY £19.99

- If you already have an LC10 or LC 200 Colour Printer we can supply the Driver separately.
- Works with LC10, Dk'Tronics Interface, RamPrint or +2A or +3 Printer Port.

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

DATEL Electronics Limited

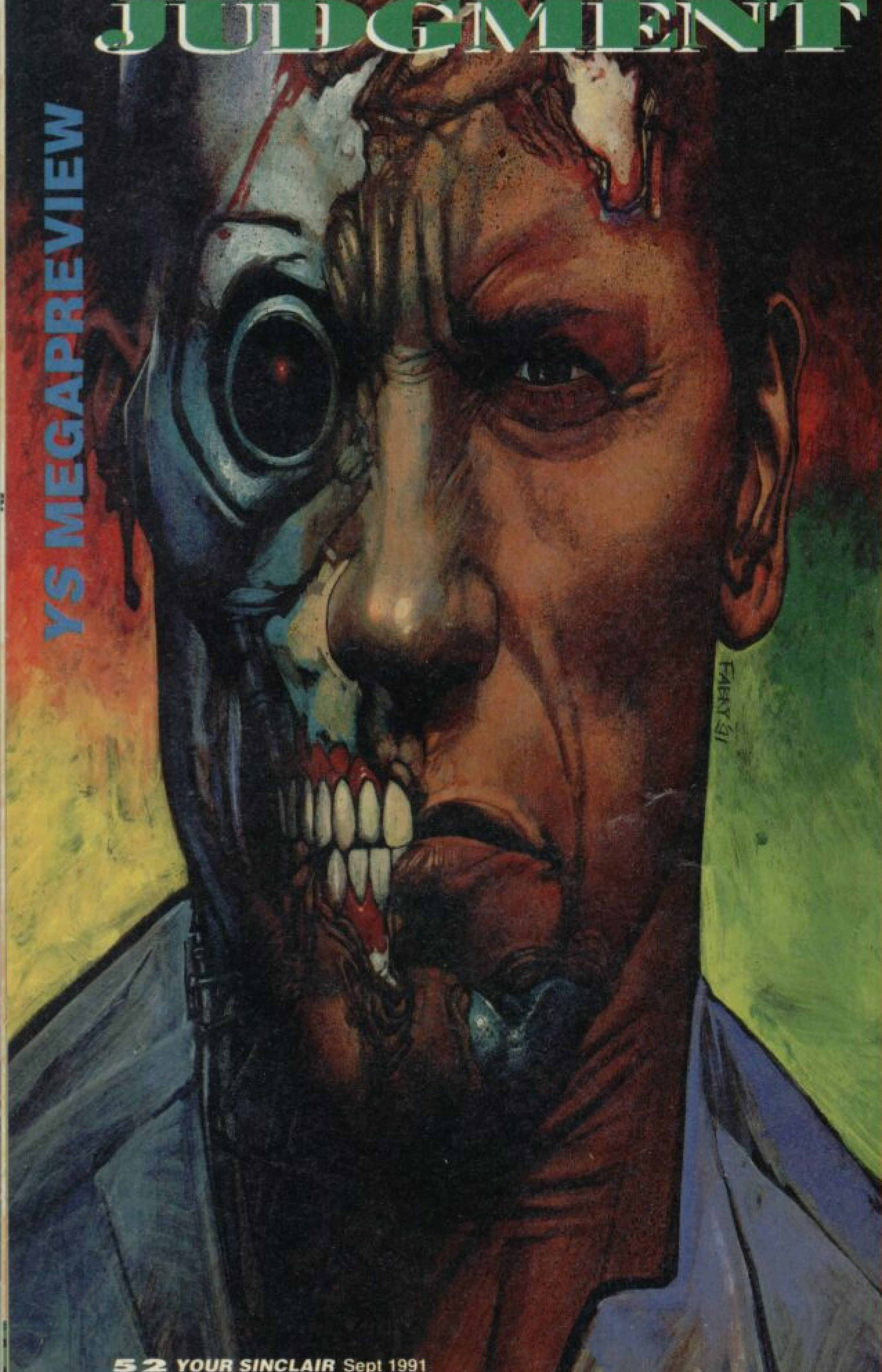
DATEL ELECTRONICS LTD.

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND.
FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

SPEC MSE 3

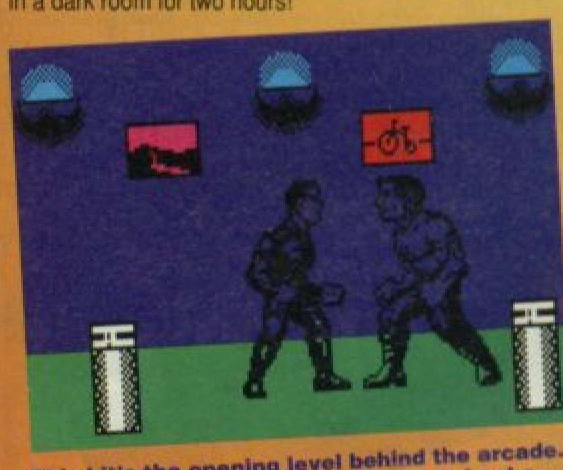
TERMINATO

JUDGMENT DAY



The summer's hottest movie just got made into a Speccy game. ANDY IDE shows how...

He's back – and this time he's watering the daisies! That's right, Spec-chums, after a worrying absence of, ooh, a couple of weeks, Arnie's returned to the *YS* fold and pitched his tent in the shrubbery behind the shed (Linda saw him this morning when she was walking her pet goldfish). Needless to say we were mighty relieved – we thought he'd scarpered for good. But far from it. He'd been off in America making this year's biggest smash-'em-up Hollywood blockbuster, *Terminator 2 Judgment Day*, which is reputedly the most expensive film ever made and as good a reason as any to dash out of the sunshine (ahem) and go and eat a packet of Butterkist in a dark room for two hours!



This bit's the opening level behind the arcade. That's Arnie on the left, just about to land a bone-crunching punch on Mr T1000's face (if he had any bones, that is!).

And that wasn't all the news he told us either, ho no missus! Because apparently Ocean have scooped up the licence rights and are going to release a super stonking Speccy version of it in August (when the movie comes out)! Hurrah! This was all incredibly exciting news of course, and we all had sit down a have a cup of PG to get our breath back. And then it hit us – a collective brainstorm that totally dazed us with its brilliance. Why not do an extra-special Megapreview that showed how a movie becomes a game? Yes! We could show how little bits of scenes become whole levels, and why Arnie loses his leather jacket halfway through the game, and things like that. "Blimey!" we all shouted in unison. "What an incredibly exciting idea!"

OR 2

So, um, here it is. On hand to help is a bloke called Kevin Bulmer, who's the boss of Dementia Software, the programming house that devised the game. In a moment he'll be taking us through all the everyday things that a licence converter needs if he's going to muddle through alright, but in the meantime let's dim the lights and take a look at the movie itself...

Brilliant! Tell us the plot and completely ruin it for us!

As if I'd do such a thing! *Terminator 2 Judgment Day* is, of course, the sequel to *Terminator 1*. Basically, the first movie was just an excuse to blow up lots of cars and buildings, but it was very cleverly made and had lots of quite funny bits in it. The new film is similar. Sarah Connor's given birth to her son John who, later on in life, becomes the leader of the rebel forces intent on toppling some post-apocalyptic dictatorship (or something). Having failed to kill her in the first movie, these futuristic baddies now send back a newly-improved robot, the T1000, to finish off the job. Enter Arnie, who starts the movie as the same baddie robot he was before (except that he's not *quite* the same because he's a 'copy' of the same model – which explains how he can pop up in this movie after getting killed in the first). Anyway, he soon gets turned into a goodie by the rebels and sent back to protect Sarah and John.



And the chase is on! Of course, the odds are completely against our Arn – this new T1000's a nastier piece of work than Jeremy Beadle and Norman Tebbit put together. Okay so he's indestructible, but then Arnie is too. No, the trick is that he can rather cleverly turn himself into any object (or being) that he wants to. One minute he's a postman, the next he's cunningly disguised himself as the floor and he's about to gobble you up. And in-between he turns all blobby and watery, just like those underwater alien thingies in *The Abyss*! (Which sort of makes sense because both movies share the same director, James Cameron, who also made the first *Termy* and *Aliens*.) Anyway, as anyone who's seen the trailer will know these bits look absolutely amazing. They're computer-originated and apparently cost a cool $17 million. (That's more pocket money than Prince Harry gets!)

And that's it (just about). Suffice to say, it's full of lots of chases and fights and gleaming bits of metal and neon and stuff, and you can be sure the *YS* crew's going to be right at the front of the queue the day it opens! Right, let's go and find Kev...

HI-ENERGY ANIMATION

Boot up the beat-'em-up bits and you're in for a treat. The animation's is *totally* gurt lush! According to Kev, this is the key to all good character computer graphics, but how does he go about achieving it?

"I'm always standing up and walking round the room, going through the movements with my own body to get it right. That's a digitised version of my hand in one of the puzzle bits!"

Crikey! And what about actually making the screens up?

"Mmm. Well, the first thing I wanted to do was get an Arnie sprite that actually did justice to the real thing. No-one's ever done that before. The *Red Heat* one was pretty big and beefy, but for some reason they decided to chop him off from the waist down! Not that I can actually make Arnie's sprite look like him though..."

Eh?



Here we are with the bare bones (ahem) of our animated Arnie...



And here's the end result. (Sadly it's an ST shot – he didn't have any Spec pics.)

"That's right. Ocean don't have any copyright over his features so we can't use them. Weird, isn't it? Even the movie company only owns his body (so to speak!) while it's actually *in* the movie."

But it didn't stop Kev making the sprite big and bullish. Starting with a sort of graphical matchstick man, he gradually added bits of 'flesh', sorting out how all the joints would move and muscles would ripple, and ending up with a proper moving 'Arnie'. He then worked out how many moves he was going to give him (eventually it totted up to nine), and, after that, drew up the T1000 using whatever space and memory was left.

So why didn't you do them at the same time, Kev?

"Cos it's hard enough dancing round the room trying to come up with one character, mate! Make me do another I'd end up feeling completely car-sick!"

Fair enough.

Ooh! I've got so many ideas I don't know what to do with them!

You probably won't have heard of Dementia. They did a few of the *Golden Axe* conversions (but not the Speccy one) and they're pretty famous for a 16-bit game called *Corporation*, which they wrote and designed themselves, and released last year to some generally loud "Hurrahs". So what are they doing writing an Ocean movie licence? Cue Kevin Bulmer, who, for all intents and purposes, *is* Dementia, ie. the main writer and programmer and graphic artist and managing director and whatever else you want to call him.

"Well, it dropped into our laps really. We went along to Ocean to see if they'd give us lots of money to do a D&D arcade adventure, and they said 'fine' – so long as we did *Terminator 2* first! Originally, I wasn't too interested but then I read the script and I was completely hooked."



Kevin Bulmer poses with his pride and joy, a model T800.

Kev started coming up with ideas immediately, searching for key bits in the plot that might suggest a game. The only trouble was that he only had six months to do it in, which severely restricted the type of game he could create.

"Two brilliant ideas immediately went out of the window. The first was a similar thing to *Corporation*, using point-of-view 3D graphics for a shoot-'em-up. That would've looked *really* good on the Speccy! (In fact, Image Works are planning to use it for *Alien 3*.) And then there was the 'interactive communication' 16-bit *Monkey Island* approach – animated graphics, arcade adventure action and lots of 'talking to the character' bits. But, um, obviously we couldn't have done that for the 8-bits." (So thank blimey it was chucked, eh, Spec-chums?!)

Not that Kev was short of other ideas of course – and his first presentation to Ocean was *completely* off the wall! As I said, in the movie Arnie gets turned into a goody robot and sent back to the past. This means that, theoretically, he's got to fight his way from the rebel base to the baddy area to get into the time machine – but none of this is actually written in the script. Kev wasn't phased – he spent three days working on a shoot-'em-up idea, showed it to the product manager blokie, and was promptly told to go back and do something that actually followed the plot!

Ho hum. Back to the drawing board...

SPECCY TALK

Kev's obviously the mastermind behind *Terminator 2*, but he's by no means the only bloke involved. Once he's devised his little bits on the ST he then sends them off to other programmers so they can create the different formated versions. Gary Priest's the bloke responsible for the Speccy version, so we had a quick natter with him.

Wotcha, Gary!

Wotcha.

So quickly, tell us how the Speccy version's shaping up.

Really well. We haven't got as much space as we were hoping for, so we've had to throw out all the piccies we were going to slot in between the levels, but all the fighting and chasing and stuff's running just as well as on the other versions. The animation's certainly spot on.

I suppose it's 128K?

Sadly, yes. And even then we had to compress everything in real tight to get it to fit. It's like a tin of sardines in there! If you can imagine it, you've got lots of bits of legs chopped up and tucked under arms in the memory, just waiting to be sent out into the game to do their little bit and join up with the rest of their bodies.



Gary Priest, having a bit of a breather.

Blimey! Er, right, Gary. I think we got that. And finally, tell the readers at home what you've written before.

Basil The Great Mouse Detective, Mickey Mouse, TechnoCop, *and* Footballer Of The Year 2. *Is that it?*

Yep.

Ta-ra then!

Bye! (That's what we like. Short and straight to the point, eh, Spec-chums?)

Blimey! He can't make up his mind, can he?

It's called creative inspiration. And anyway, it wasn't long before he struck gold, and opted for – a mixture of a vertically-scrolling chase game, some beat-'em-up bits and a couple of puzzles slipped in between! Exactly like your usual Ocean film licence conversion!!

Oh dear.

"It was the only reasonable option we had open to us! Honest!"

Explain yourself, Mr Bulmer.

"Well, first off, the really weird thing is that none of us had ever played games like *Robocop 2* and *Total Recall* – so we hadn't the foggiest idea that we were doing anything that'd already been done before! But overall it just made sense. Essentially, the movie's built around a chase. It's a very simple concept and it's very effective. And when the chase bits aren't pummelling along full steam then you've basically got Arnie fighting the T1000. So these bits *had* to make up the bulk of the game if you wanted to follow the narrative. (It's not our fault – blame it on the fact that Hollywood movie plots are all the same!) And yes, we could have presented it in different ways – but only if we'd had more time."



58 seconds? That's bags of time! (The idea is to get all the wires in the top piccy looking like the ones in the bottom one.)

So what next? They knew what kind of game it was going to be – but how were they going to convert the movie into it? There were inherent problems. The dynamics of a film rest on the drama and editing of scenes; the dynamics of a game rest on the difficulty levels and playability of all the separate bits.

"Not to mention the fact that both the robots are totally indestructible so they never die! In the movie that's fine because they chase each other *ad infinitum* (so it keeps the action going), but for a game it means you can never pop your clogs, lose a level or even face an opponent who you could actually beat and kill, which'd make things *really* dull!! The whole concept of a game has to be based on a player either winning or losing."

So how did you get round it?



"We made Arnie mortal, and now the T1000 gets knackered if you bash it up enough. Not a perfect solution, but it was the only way. And it solved another problem too – the way scenes ended.

ARNIE SPEAKS (AGAIN)



Arnie, on vacation from the shed.

Hallo. Mein name ist Arnie Schwarz... oh no! It'z dat *Your Zinglair* compooda magazin agen! I vill not speak wiz you! Go avay. Oh you vont mein film knolledge now? Ja, vell making films iz not eazy you know. All dat violenz und blood makes you sqveamish. I tell you I vos nearly sick on mein leather jacket vunce. After filming I go to mein caravanette und look at pigtures of kittens und flowers to calm down. Underneath I am ein veally senzitive perzon. It'z true. Ha! Bet you didn't know zat, *YS* scum-bags! Achtung! Uzi 9 millimeder!

THE GAME PROPER

Right, let's have a look at those levels in a bit more detail, eh? The usual way to do it is to go straight through from beginning to end, but since some of the bits and pieces are pretty similar I thought for a change we'd bunch them together...

• The Beat-'Em-Up Bits

Essentially, the movie's all about Arnie fighting the T1000, and that's what we've got in Levels One, Four and Seven. Because so much memory's been taken up with the animation, you're just left with a basic fight between the two opponents – there's no pretty scenery to flesh it out or big wooden boxes to jump up and down on. But it's not a handicap, says Kev – *Golden Axe* was pretty much the same, and everyone thought that was great.



Here there's a similarly innovative approach to the gameplay. The moves you make depend on your distance away from your opponent and his relative strength. This isn't just to save you having to make lots of complicated hand positions with the joystick, but to add a touch of 'instinctive' realism. So if you're three steps away from the T1000 you can do a high kick, and if you come a little closer you can give him a boot in the stomach. (Arnie's other moves are upper cuts, punches, knee and head-butts.)

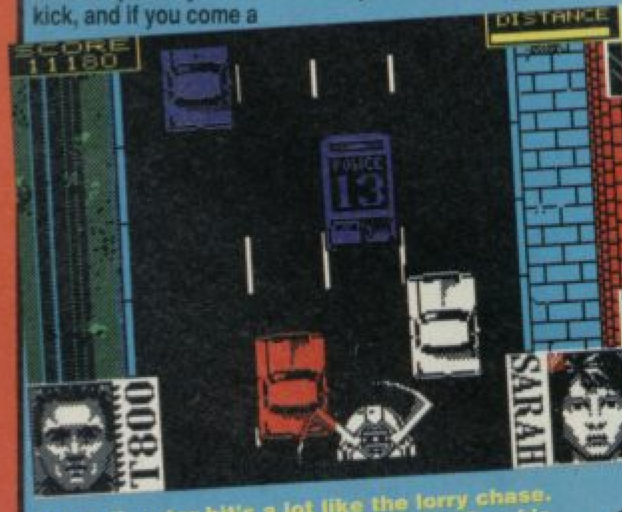
The T1000's smaller in build, but a pretty ferocious little nipper all the same. He's got a punch and a poke (his hand turns into a spike!), but best of all is his head-butt (his neck goes all watery and stretches out so the head gives Arnie a good whack from a foot away!). Obviously, he can't be killed, so the general idea is to wear him out 'til he drops, or until you boot him off-screen (when he'll fly out of a window or something).

Level One takes place in a corridor behind the arcade where John Connor's been playing games, and Level Three's set in a hospital (where Sarah Connor's being treated because everyone thinks she's bonkers!). Level Five, the grand finale, sees the two robots fighting it out in a huge steel mill, although by this stage the T1000's become a bit more vulnerable (for reasons best explained by the movie, and not by myself!). So you actually get to kill him this time (or try to at least).

• The Scrolling Chase Bits

Both Levels Two and Five are straightforward vertical-scrollers, looked on from a bird's-eye view.

Take a gander at the 'Silver Screen To Speccy' box off for a more in-depth guide to Level Two, but Level Five sees Arnie and Sarah in a van, dodging the oncoming traffic and being chased by the T1000 in a helicopter. She's in the back shooting out and he's behind the steering wheel. Points are docked if she gets shot or he drives into something he shouldn't – and you've basically got to play both parts!



The helicopter bit's a lot like the lorry chase. (You're in 'Police 13' by the way, and Sarah's shooting out of the back door.)

• The Puzzle Bits In-Between

This is where we get to see all the robotty bits of Arnie. Level Three's a hand puzzle, and here you've basically got to untangle lots of tendons and nerve strings and link them up to get Arnie's fingers moving properly within a time limit. (But don't panic – there's a diagram down at the bottom to help you out!)

Next, there's the head puzzle (Level Six). Again, it's against the clock, and this time you've got a full-frontal of Arnie's pneumatic fizzog, with the metalic robotic side cut up into blocks and jumbled about. Swop them all around to get the correct image.

Extra energy is allocated depending on how well you do.





ABOVE What an ugly mug! Here's the other puzzle bit, with all the pieces of Arnie's face waiting to be stuck together properly.

BELOW Put some clothes on, young man!

Because the T800 and T1000 can't beat each other in the movie, various plot devices are used to separate them (otherwise they'd just carry on forever and ever!). By making the opponents fallible, we completely hit that on the head."

The chase levels posed a similar challenge (but without such an easy solution). For example, one of them's based on a bit where a helicopter's chasing Arnie and Sarah Connor in a van. Eventually, the chopper slams into the back of it and blows up, and (somehow) the pair escape to safety.

It's obviously a big explosive ending but it doesn't translate too well into the end of a level – you can still have the helicopter getting blown up (it's been put in the game), but it'd be pointless to try and incorporate it



into your gameplay and use it as some kind of big climax (like an end-of-level baddy). A different impetus was needed, something that, basically, made the end of the level important. So Kev introduced a time limit – it was a very simple solution, but by having a clock ticking down all the way through he was able to introduce graduated tension, and finish the level on a definite 'full stop'.

So what about the actual feel of the movie? How was that incorporated?

"Well, not being able to see the movie itself was a blimming handicap," mutters Kev.

Eventually he managed to get hold of pirate trailer on video. "That helped a bit – it showed me what the T1000 looked like when it turns all watery, so I incorporated that into the beat-'em-up bits (see box on opposite page). It also helped with some of the lighting and colours, but it wasn't really enough. And you're obviously going to make big, big mistakes. For example, we did the helicopter bit in daylight – in the movie, it all happens at night! (It simply hadn't been written into the script.) And I thought Arnie lost his leather jacket halfway through the movie, so in the game I made him wear this tattered top in the second half. Again, I was wrong."



Sarah Connor, with her very big water pistol.

But it wasn't all doom and gloom. Some of the stuff Kev could do quite easily without seeing the movie at all.

"Take the puzzle bits, for example. They're not just there to break up the action and add a bit of variety – they're an excuse to get some of the gore in, and make more of the fact that Arnie's a cyborg. (In one of the puzzlers you've got to match together lots of wires in his wrist, and in another you've got to slide lots of blocks around in his face.) I couldn't show this robotic side of him in the other bits – and it's vitally important to the plot and feel of the movie. Without it the game would've just felt like any other!"

And that's your lot

So there you go. Cast-iron proof that there's more to turning a movie into a game than meets the eye. As we said, the movie's out in August, we should be having a gander at the finished game next month, and in the meantime don't try any of these tricks at home, kids. Dib dib!

FAX BOX

Game	*Terminator 2*
Publisher	Ocean
Programming House	Dementia
Grand Master Blokie and Graphics	Kevin Bulmer
Programmer	Gary Priest
Music	Jonathan Dunne
Release Date	August '91
Price	No price yet (128K disk only)

FROM SILVER SCREEN TO SPECCY

Here's how Kev went about translating the motorbike/truck chase into a proper working level.

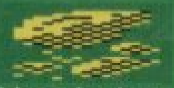
1 Deciding what scene you want to do in the first place



Calling Mr Universe!

Sometimes you can base a level on a big bit from the movie; other times you can opt for something smaller, like a single incident. The motorbike/truck chase is a case in point. In the movie, it doesn't last long – Arnie scoots down into the water channel on his Harley (with John Connor on the back), and the truck comes bombarding over the bridge and explodes. It's big action stuff, but only lasts a couple of seconds. Still, the potential's there for some serious funk – let the lorry live a little longer and you can have it chasing Arnie down the flood channel hell for leather. And that's exactly what they decided to do.

2 Develop it into a playable sequence



Of course you've got to come up with more than just two vehicles racing down the tarmac otherwise it'd be pitifully boring. So bung in some creative licence, and in no time you'll come up with lots of things they've got to duck and dodge and pick up and keep and jump over and skid on. (A lot like the strip of tarmac at the side of this page actually.)



3 Choose how to present it



As we can see, they've opted for a straightforward birds-eye vertical scroller jobby. "Blimey!" you shout very loudly. "That's not tremendously original, is it, maties?" And you would (at a pinch) be correct. But then you've got to remind yourself of the other option, and realise there wasn't a whole load of room for manoevre... THE OTHER OPTION: THE OVER-THE-HANDLEBARS-AND-INTO-THE-SCREEN JOBBY You know the sort. They're okay, but you'd end up with the lorry behind you, and you'd have to keep looking back in your wing-mirrors. They might be okay for something like *Super Monaco GP* but, in that, the car sprites were less instrinsic to the gameplay. Anyway, it'd take up too much memory. And you wouldn't be able to see all those pesky puddles on the road either. So Captain Birds-Eye it is.



4 Construct the level



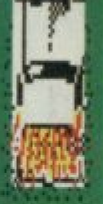
Start with main sprite (ie. you, on the bike centre-screen), then the lorry chasing behind, and then all the peripherals that you've got to jump and dodge. (And if you've got the time to spare at the end, then you can throw in a couple of bridges, like the PC programmer did.) You can also throw in a couple of red herrings – position a ramp just in front of a pick-up object, for example, so when the player's flying up into the air he suddenly realises he can't get down to pick the object up (and so he swears very loudly).

5 Make it work



This is where it all comes together. It might sound a bit obvious, but it's where you get all your speed sussed and set the difficulty levels (and basically *make* the game). Everything that's come before has been the engine and chassis – now we're adding the petrol to actually get the game up and running.







EXPLOSION! This is the end of the level, where the lorry suddenly finds out it can't squeeze between the bollards (oo-er) and it blows up.

TYRES Er, not too sure about these actually. (Ahem.)

BUSHES Same as puddles – they slow you down.

BOULDERS Dodge 'em or lose a life.

ARROWS These point you in the right direction (most of the time!).

WEIRD KIND OF MINTY SWEET THINGS Not very good for you.

TWIRLY THINGS Sort of mini hurricanes, based on the swishy things that pop up in the air when the terminators arrive from the future. Sometimes they give you points, sometimes not.

RAMPS Jolly good for racing up on and jumping off...

VW BEETLES ... As are these.

OIL BARRELS Avoid! (Because they're very bad for you!)

PUDDLES Slow you down.

YOU

LORRY This stays at the bottom of the screen but moves up and down a bit, bumping poor John Connor (who's riding pilion) up the botty. It knocks your energy down.

HIT THE ROAD, ARN!

REPLAY

Old games never die. They just sit around for years doing nothing, then come back in a smaller box. JON PILLAR inspects...

MULTIMIXX 3

Kixx/£4.99

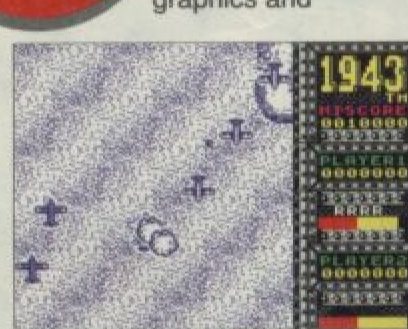
49%

A three-pack (for a change!) as Kixx becomes the latest company to open its back catalogue and blow away the dust. Is this resurrection, or exhumation? *(Eh? Ed)*

Street Fighter
Travel the world, meet top martial artists and then knock them down by waggling your limbs in an unfriendly manner. Repeat until you pass out. Brownie points for large sprites and optional multiload, but as a game it's stunningly average.



Bionic Commando
Neat four-way-scrolling platform game which has you battling fiercely through five multiloaded levels on a world-saving mission. (A typical day's work for the Spec-chum.) Using your telescopic, bionic arm you can biff baddies from afar or swing around like an aluminium Tarzan. Very clear graphics and surprisingly colourful, fast scrolling enhance the playability. There's many an afternoon to be wasted here.



Watch out for the sandstorms.

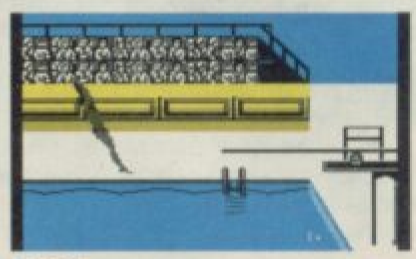
1943
WW2 planes replace aliens in this very ordinary shoot-'em-up. With power-ups, a dual-player mode and big mid-level baddies, the only new idea is "rolling" to avoid bullets. Otherwise you could be playing any of 60 other games (and probably not notice the difference).

It costs a fiver, and two-thirds is crap– so work it out for yourself. You'd be better off checking out the *Quattro* range (then buying *YS* with the change)!

THE GAMES (SUMMER EDITION)

Kixx/£3.99

80%


Shark!

This sports sim is way above average, with eight events that are well worth multiloading. Alongside the usual joystick-busters like Hurdling, Velodrome Cycling, Hammer Throwing and Pole Vaulting, there are some nifty variations in gameplay. Archery is a bit like those barg darts game (only more dangerous to passers-by), while Diving, the Rings, and the Uneven Parallel Bars have you putting manoeuvres into medal-winning combinations. The graphics vary from the not so hot intro screens and backgrounds to the sizzling animation. The diver and the girl on the bars are particularly realistic, and the muscle-straining antics of the guy on the rings is almost too painful to watch! The variety of 'camera angles' is another plus. With up to eight competitors you could hold your own tournament, but even taking on the Speccy alone, it's good fun. Don't be put off by the wad of instructions – everything's easy to pick up and very playable. I doubt you'll still be playing come the autumn, but in the short term at least, the games of *The Games* are spanky, um, games.

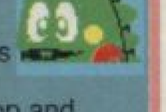


BUBBLE BOBBLE

The Hit Squad/£3.99

90%

Cute games, eh? What can you say about them, apart from "Aawww!" (or possibly "Bleugh"). To be fair though, the simpering niceness of the cuties has often hidden a darn playable game – and as if to prove the point, here comes the grandaddy of them all. As Bob or Bub (or both if there's a pal handy) you're out to bash up the slightly evil Baron von Blubba. Your sweet little dinosaurs (aawww!) have to blow bubbles at the nasties, then boot them around the screen until they pop and disgorge score-boosting goodies.

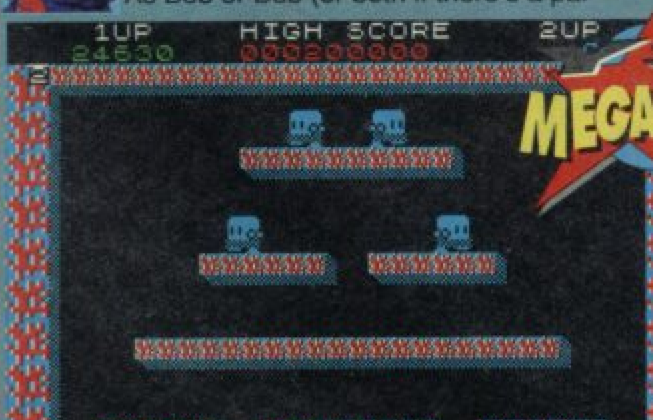




Sprinkled around this (very) basic concept are power-ups, oodles of hidden bonuses and a stonking 100 levels of play. All this adds up to a tasty barg, but (strangely enough) it doesn't work very well in one-player mode. The desire to get to the next level is still there, but to be brutally honest, it gets rather samey. With two players though, it's a completely different game (even though it's still exactly the same, if you see what I mean). The interplay between Bub and Bob is a delight, ranging from planned co-operation to open warfare. Luckily, with extra lives and a continue option, there's plenty of time to make up!

YS MEGAGAME

The small but detailed monochrome graphics make the action easy on the eyes, and in the best tradition of cute games there are a whole load of surprises to discover. Yup, if you haven't guessed by now, this is Megagame material. On your own you'll find it playable enough – team up with another Spec-chum and it's a riot!



A hop, skip and a jump and we'll be there (so long as a baddy doesn't come along and kill us or anything).

VINDICATORS

The Hit Squad/£3.99

52%

A conversion of the arcade tank battle game where you play to vin (ahem). Trapped on an invaded planet, you (and a pal, if available) have to trundle through umpteen eight-way scrolling mazes, shooting and dodging enemy tanks, laser bases, electric barriers etc. Your aim on each level is to grab the key to the next, but in the meantime you can snaffle stars to trade for power-ups.

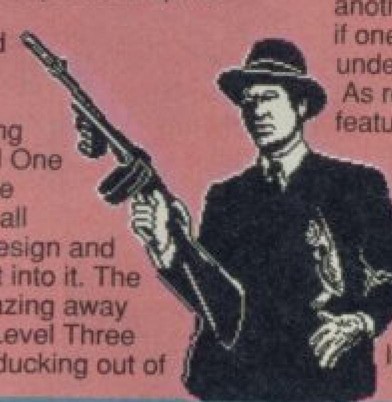
THE UNTOUCHABLES
The Hit Squad/£3.99

92%

The game of the film of the series of the book of the period I never got to do in History



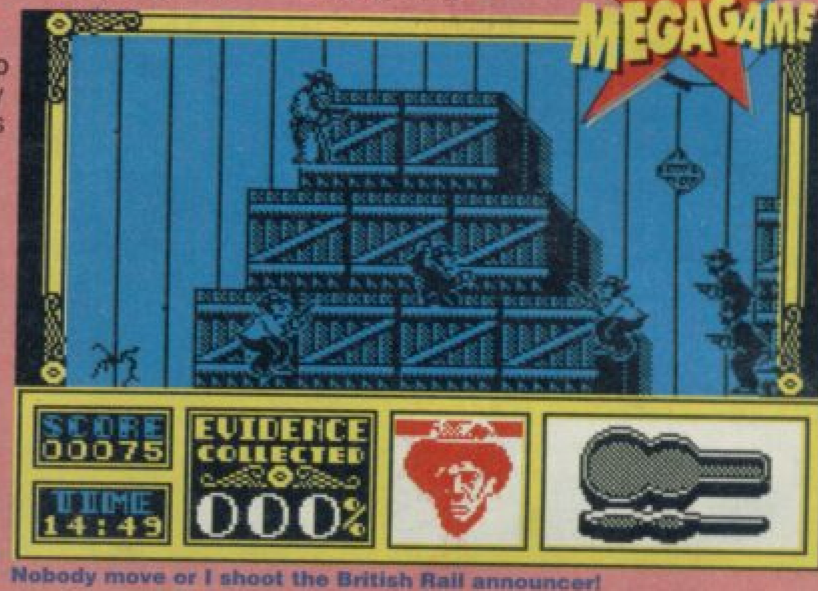
pits you against countless gangsters over six meaty levels (four *Op Wolf* variants, a vertical scroller and a platform jobbie). The idea is to blast away at loads of minions and close in on Al Capone. Graphics throughout are splendidly detailed and atmospheric (although the hyperactive jumping gangsters of Level One do jar a bit) and the gameplay reflects all those months of design and tweaking that went into it. The bit when you're blazing away with a shotgun in Level Three and have to keep ducking out of the way to reload is great stuff!



It isn't all manic action and gratuitous violence though. Well, yes it is, but you've also got to remember to grab the vital evidence as you go – in Level Four you've got to protect a baby in a runaway pram as well. So it's a good job you can swop to another Untouchable if one's feeling a bit under the weather. As regards special features, 128K owners get ragtime tunes to tap their feet to, while 48Kers benefit from not having to load another level until they've finished the present one.

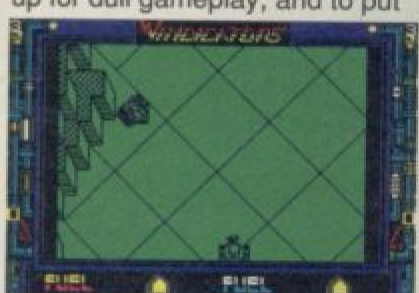
All told, this is one heck of a barg. It's big, slick and addictive, so snap it up and go deal out some justice – the Chicago way.

YS MEGAGAME



Nobody move or I shoot the British Rail announcer!

Smooth graphics can't make up for dull gameplay, and to put



May I see your licence, Sir?

it bluntly this game is as exciting as the original arcade game (ie. not at all). Controlling the tank is by the rotate-and-move method (not altogether bad as you can reverse away and cover your escape) but, fatally, you can't move and change direction simultaneously. The two-player mode staves off the yawns a little longer – the one original feature (and a spanky one at that) is that you can shoot each other to transfer valuable fuel. At the end of the day though, *Vindicators* can be summed up in two words – both of them 'boring'.



RENEGADE 3 THE FINAL CHAPTER
The Hit Squad/£3.99

82%

Thanks to a ridiculous plot, Renny finds himself marooned at the dawn of time. Naturally this makes him a bit peeved, so he's out to bash, slap and poke his way back to the future as quick as he can. The graphics are faultless – probably the best cartoony graphics on the Speccy. On the first level Renny faces demented Captain Caveman clones and boxing dinosaurs – so you can probably guess that this isn't quite as mean and gritty as the previous games. Not to say it's any easier – if anything, it's the toughest. Luckily you can take a breather by scrambling up the scenery – in fact this is vital to get past tar pits and spike traps (each level is kind of a mini-maze).



Sadly, unlike *Target Renegade* there are no weapons to pick up. There's no two-player option either. But on the plus side it's extremely addictive, with long levels and blimming enormous baddy attacks. 128Kers have the bonus of being able to rock along to the in-game music and avoid the multiload. Overall, *The Final Chapter* is a spiffy swansong for the first-flailing vigilante. The only question is, where does he go from here? (Home to bed, I'll be bound!)



Open the door, get on the floor, everyone walk the dinosaur! (Ahem.)

QUATTRO COIN-OPS
CodeMasters/£2.99

69%

Here's another of those mega-successful four-packs from the Codies. Apparently, they're releasing one a month now. Let's 'Insert Coin' and see what happens...

Pub Trivia
Test your knowledge of completely useless facts with this Speccy version of the three-buttoned bandit. Choose from four categories and answer A, B or C to one of 2,000 questions. Get it right and... have another go. (Gasp!) With up to four players and spanky presentation (and about 1,500 spelling mistakes!) there's a lot of fun to be had if quizzes are your thang.



U2? Eurgh! Cough! Spit! Vom!

Advanced Pinball Simulator
Would you believe this has a plot? Some nonsense about evil wizards and oppressed peasants (or something). The pinball table has a good spread of colourful, animated obstacles, and the realistic ball movement is commendably nippy. A neat afternoon-filler, but be warned – it's horribly, horribly frustrating.



Are you wizard enough to play *Advanced Pinball Simulator?*

Fruit Machine Simulator
"The first true Fruit Machine Sim!" screams the blurb, and it seems a pretty good example of its type. Nudges, holds, double-or-nothing – it's all here. Fans will play until their eyes cross, but for everyone else (including me) it's out of the window it goes!

Fast Food
Dizzy meets Ms Pacman in this maze chase game as the eponymous egg legs it away from the nasties and after his lunch. With 32 levels, cartoon interludes and dazzling polish it should be a winner, but the flickery graphics and surprisingly repetitive gameplay mean it isn't.

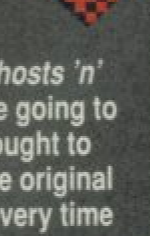
Nope, I didn't like this one. It's of limited appeal with no great games. A bit disappointing all round in fact, and the weakest *Quattro* so far.

HOBGOBLIN

Atlantis/£2.99 cass

Jonathan This game's annoying for two reasons. Firstly it's a shameless rip-off of *Ghosts 'n' Goblins*, and I reckon that if you're going to do a copy of a game you at least ought to try and make it a bit better than the original (which this isn't). And secondly, every time I try to type its name it comes out as *Hobgolbin*. Humph.

The storyline then. The land of Altoris (which spells 'Sirotla' backwards, to save you working it out) was once peaceful, its people protected by the Golden Orb. But it's been stolen (the orb, that is), and ghosts and hobgoblins are about to take over and beat everyone up. So King Garath has sent his only son, Zanock (you), to sort things out.



There's some other stuff about swamps and journeys being fraught with danger, but I'll spare you that and dive straight into the game. Needless to say, saving the kingdom involves trekking along a scrolling landscape, picking off baddies and collecting add-ons. The scrolling is of the 'walk along a bit and then wait for the next screen to scroll on' variety, the baddies are things like ghosts and the occasional stationary gun (being notoriously crap I didn't get very far, so there might be other things too), and the add-ons are power-ups and extra lives.

The graphics are nice and colourful, and attractively designed in places, but



Well, it's nice of them to remind you which game you're playing, I suppose.



they move jerkily and are small and weedy. But then they'd have to be, as a large chunk of the screen is filled by a massive great *Hobgolbin* (see?) logo, restricting the action to the bottom two-thirds. Couldn't be helped, I suppose. I did appreciate not being sent back miles every time I died though.

The difficulty's just about right, and I sort of found myself wanting to keep playing to find out what came next, but I ended up straightening the bits of paper on my desk instead.

FINAL VERDICT

LIFE EXPECTANCY 63°
ADDICTIVENESS 60°
GRAPHICS 55°
INSTANT APPEAL 54°

DIAGNOSIS

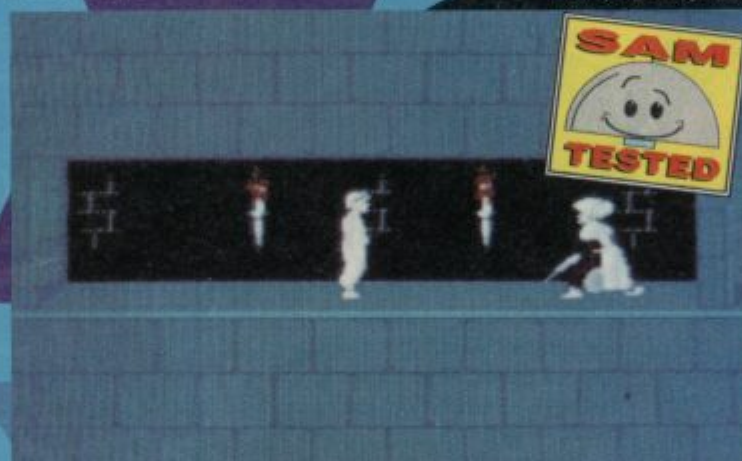
A distinctly tacky walk-along-shooting-things game that's okay(ish) underneath.

59°

PRINCE OF PERSIA

Domark
£14.95 SAM Coupé disk

James Gordon Bennett! Look what's just dropped through the shed's letterbox! A blue 3.5" disk with the letters SAM on it! My guess is it's some SAM software. Let's have a look. It is! It's *Prince Of Persia* (and I'm going to review it!).



Oops! The Prince has obviously annoyed this dude, who's rushing to attack. Quickly unsheath your trusty sword and it's time for 'chip chop, bits of guard all over the shop'. Hurrah!

No doubt if you're a proud owner of one of those posh 16-bit machines you'll know all about this game, but for the others I'd better fill in the gaps. Basically, *Prince Of Persia* came out on the Amiga and ST around Christmas and was generally declared to be the best platform game anybody had seen in ages. It appeared a couple of months later on the 8-bit Amstrad (looking just as juicy, sort of) but nobody dreamt they'd ever see it on the Speccy. And to date they haven't been proved wrong! Obviously, those clever folks over at SAM HQ were quick to realise this, and decided to upstage our humble rubber-keyed chum by doing a really prestige conversion job on it. And after all the problems they've had trying to get their blue and white baby taken seriously, this might just do the trick. It really is terrific stuff.

So, erm, let's delve into the mysteries of the East, shall we?

Sultans Of Swing

Right, the plot. You play the Prince himself, who's sitting at the bottom of a huge castley-dungeon type thing. Your girlfriend's been kidnapped, and being held at the top of the one of the towers. So you've got to work your way up the levels until you reach (and, I suppose, rescue) her.

So how come it's so classy then? Well, for a start there's the animation – you've never seen anything like it. Your little chap rushes around in such an amazingly life-like manner that it looks there's a real blokey dashing around the screen. His hands fly about and his body jerks as he runs around – and when he climbs up onto ledges you can see him putting his weight onto his elbows to lift himself up!

SAM TESTED

But it's not just the graphics that make *PoP* so good – you'll soon get hooked exploring the castle, trying to find your way around all the corridors to get to the next level. A quick hint – the first thing to do is find your sword. Once you've got that you stand a better chance at defending yourself against all the baddies who jump out at you, looking for a slice of your flesh (see box).

Mapping madness

Wandering around the castle is a mapper's dream. There are five levels, and each is a different floor with secret rooms and potions to be drunk (most of these restore strength, but be on your guard – a couple will make you very ill indeed!). Just to make things a bit more difficult there are gates



It's not easy getting around the castle. You'd think they'd install lifts or something to make it less hassle!

OH NO! HERE COME THE BADDIES!

There are basically two sorts of evil baddies in *PoP*. The first lot appear throughout the game and are swarthy, baggy-trousered cut-throats straight out of the *Arabian Nights*. They look as though they smell a lot and would stick their swords right through you as soon as look at you. Just approach them, press Fire, and a gleaming sabre will magically appear in your hand to thrust and parry with. These swordfighting bits add a brilliant element of excitement and skill to the game – they're done so well you actually feel you're learning to fence! (Your opponents get more and more difficult to beat, so you've really got to stay on your toes and get better all the time.)

On later levels you bump into a couple of horrible skeletons. Instead of just lying there doing nothing (like real skeletons do) they attack you in a rather vicious manner. And guess what? You can't kill them! Eek! All you can do is get them to any nearby high ledges and push them off (which is easier said than done!).

RSIA

YS MEGAGAME



Ha ha! You won't be able to get me down here, Mr Guard! (I'm a bit stuck behind this gate.)

(which operate by pressure pads on the floor nearby) and snapping guillotines (you're going to need timing here). As you get further into the castle things get more complicated and a lot harder. You'll be lucky to have any hair on your head left by Level Three!

What else? Oh yes, the sound's also pretty amazing. Weird Eastern-type tunes flow out (and there are some fabby sound effects), so it's all a million miles from the standard Speccy beeps and burps.

There's no doubt about it – *Prince Of Persia* isvery difficult, very addictive, and an awful lot of fun. And (sorry to go on about it) the graphics are so brill that I've simply got to give it a Megagame. Goodness knows it deserves it (just as the SAM deserves such a corking game to show off all its jolly clever talents). Heartily recommended. ✪

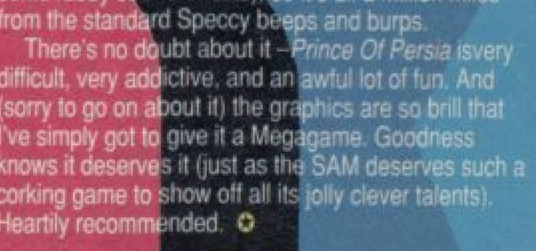
THE START OF SOMETHING BIG?



We've seen quite a few Coupé-specific titles before, but this is SAM Computer's first real tip for the top. So what about their other plans?

Well, the big news is *Lemmings*. They haven't signed a deal with publishers Psygnosis yet, but if they pull it off (which they think they will) they'll have the biggest-selling (and most critically acclaimed) 16-bit game of the year on their hands. The game is a totally original puzzler (and cute to boot) in which you've got to steer hundreds of little, er, lemmings through various assault courses against a time limit, employing their various talents of bridge-building and digging (etc) as you go.

The company's also having "discussions" with the Codies, so we may well see Dizzy popping up on a SAM screen soon too.



Hmm. How jolly pretty. Sort of makes you want to lick the colours off the screen, doesn't it? *(Erm, no. Ed)*



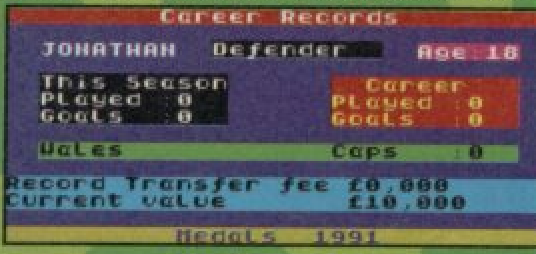
PROFESSIONAL FOOTBALLER

Cult/£2.99 cass



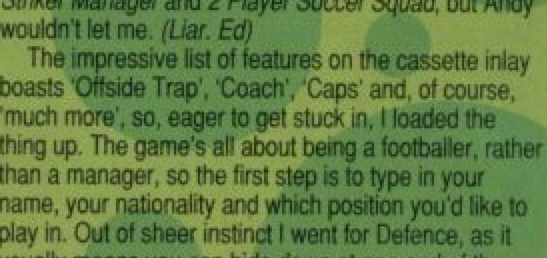
Jonathan It must be a nightmare for D&H each time they have to come up with a new name for one of their football games. After all, once you've tried all the possible combinations of 'Soccer', 'Football', 'Boss', 'International' and 'Manager', where do you go next?

But it's certainly no nightmare for the lucky *YS* employee who gets to review the game. In fact I was all set to have a crack at their other two Cult budgie titles *Striker Manager* and *2 Player Soccer Squad*, but Andy wouldn't let me. *(Liar. Ed)*



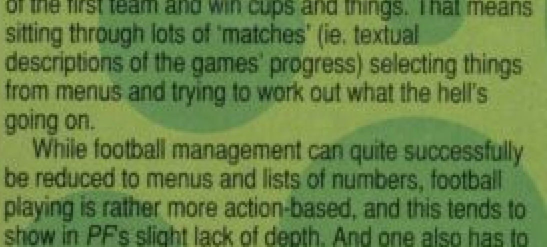
As you can see, I haven't actually started yet. (And I'm not sure I want to.)

The impressive list of features on the cassette inlay boasts 'Offside Trap', 'Coach', 'Caps' and, of course, 'much more', so, eager to get stuck in, I loaded the thing up. The game's all about being a footballer, rather than a manager, so the first step is to type in your name, your nationality and which position you'd like to play in. Out of sheer instinct I went for Defence, as it usually means you can hide down at one end of the pitch chatting to the goalie and hoping the ball doesn't come too near.



Once everything's set up the game proceeds, somewhat sluggishly, via the usual menus and lists of numbers. You start off as a substitute in the second team, and have to train yourself up to become captain of the first team and win cups and things. That means sitting through lots of 'matches' (ie. textual descriptions of the games' progress) selecting things from menus and trying to work out what the hell's going on.

While football management can quite successfully be reduced to menus and lists of numbers, football playing is rather more action-based, and this tends to show in *PF*'s slight lack of depth. And one also has to question D&H's wisdom in releasing these broadly similar football games (the others are of a very similar standard) when they might be better off pooling their resources into one or two really good ones. ✪

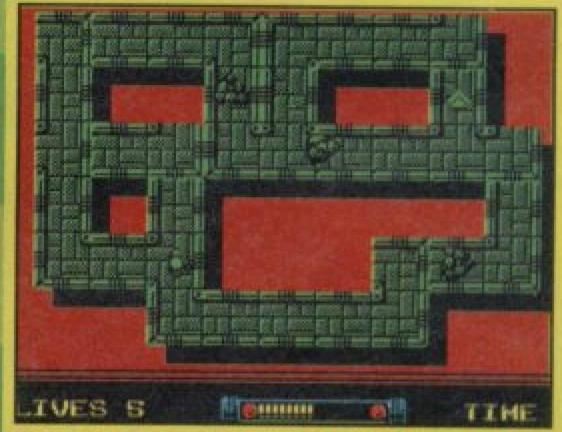


INSECTOR HECTI IN THE INTERCHANGE

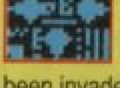
HiTec/£2.99 cass



Jonathan Never ones to hedge their bets, Hi-Tec have decided to take a break from cartoon tie-ins (don't worry – only for a day or two) and come up with something completely new – a puzzle game. They've even had a crack at writing their own plot! Here it is...



Quite nice graphics actually. (It's just a pity things get so muddled up in all that green.)

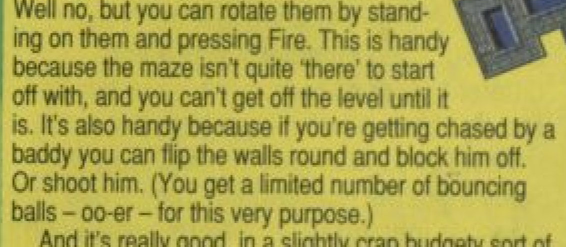


You're Insector (sic) Hecti, the world's first comput-erised detective (apart from Adam Waring, of course), and you've been assigned to the Interchange which has been invaded by Victor Virus and his deadly gang.

Crumbs. Now you can see why Messers Hanna and Barbera have got so much money. Still, not having had to lavish too much dosh on expensive cartoon characters means that Hi-Tec have had plenty to spare for coming up with a decent game. Or have they? (Thunderclap.) Well, yes they have actually. It's a puzzle game, as I may have mentioned already, and quite an original one at that. Like most puzzle games the screen is covered in coloured squares, only this time they make up a maze with lots of baddies running round it. Touch a baddy and lose a life. Okay, you might say, all fair and dinkum, but it sounds more like a maze game than a puzzle game. Can't you slide the blocks around or something? Well no, but you can rotate them by standing on them and pressing Fire. This is handy because the maze isn't quite 'there' to start off with, and you can't get off the level until it is. It's also handy because if you're getting chased by a baddy you can flip the walls round and block him off. Or shoot him. (You get a limited number of bouncing balls – oo-er – for this very purpose.)



And it's really good, in a slightly crap budgety sort of way. Attribute probs make it hard to see what's what at times, but the overall effect is jolly addictive indeed. And with 50 screens, and things to collect too, we're looking at quite a barg. Go get it, I should. ✪



SPIKE IN TRANSILVANIA

CodeMasters/£2.99 cass



Jonathan I was about to say that Spike the Viking couldn't possibly have been shipwrecked in Transylvania (as the instructions reckon he has been) because Transylvania is right in the middle of Romania and covered in trees and mountains.



You can't even see the sea from it (unless you climb to the top of the tallest mountain and squint really hard). And anyway, what would the Vikings be doing raping and pillaging in Eastern Europe when they'd be lucky to get a longboat across the North Sea, let alone the Black Sea. Blimey, eh?

Then I noticed that it's actually Transilvania with an 'i' we're talking about here. Those canny Codies are one step ahead of me once again. Transilvania with an 'i' is a completely different kettle of fish. Not only is it within a stone's throw of Norway, but it's also a whole lot more scary than Transylvania with a 'y'. So scary, in fact, that all Spike's shipmates have been locked up in the dungeons of the local castle and are currently undergoing the most horrible torture imaginable. That's all right, then. (The only weird thing is that the instructions contain an 0898 number for help on *Spike In Transilvania* with a 'y'. Maybe there's a sequel afoot.)



Here We Go (Again)

So, with lots of vikings who're scattered all round a large 3D(ish) castle, and a cute little character wandering about trying to rescue them, the scene is set for a traditional Codies walk-around-solving-puzzles game. It kicks off in a cottage in the village where Spike has been taken in by a friendly local. But the door won't open. Cripes, two femtoseconds into the game and a puzzle already! Tell you what, I'll tell you this one for nowt (just to prove I play these things properly) – pick up the door knob that's lying on the floor next to you.

As the game unfolds, and you get a bit bored of exploring the village, you'll find the main entrance to the castle. Hurrah! Trouble is, it's blocked by a guard with strict instructions to turn away anyone with horns sticking out of their helmet. Don't panic, though. There's a way in, only I'm not going to tell you it. (Although I do know, honest.) The castle's a huge place, with dark, smelly dungeons and terrifyingly high battlements. And lots in between too, like bedrooms, banquetting halls and staircases. What's more, most of them are haunted by ghosts, or rats and bats at the very least. Luckily, however, there's space left for all the objects and things you'll need to collect in order to solve all the puzzles. There are also 'characters' which you can 'interact' with - mainly a case of giving them something and hoping it's what they're after. They tend to hint at what this might be when you bump into them. Eg. if someone won't let you past, but says "Gosh, I'm hungry" (or words to that effect) he's sure to want something to eat.

The other thing you'll need to do as you're solving puzzles is collect keys. These are needed to let your chums out of their cells, whereupon they'll thank you and scarper, leaving you to complete the quest on your own. Tsk.



Yum! An impressive spread indeed, specially when you've been shipwrecked for goodness knows how long.

So what's the cop?

So, given that the Codies have written absolutely hundreds of these sorts of things before, and every single one of them (that I can think of) has been absolutely brilliant, what's this one like? Could they possibly have gone one walk-around-solving-puzzles game too far, and made a complete hash of it? In a word, no. *Spike in Transilvania* is another corker, just as good as *Dizzy* and friends. What a relief, eh?



There are one or two minor problettes, though. For a start, Spike's a bit crap in that he can't jump. This



Note all the nice-looking red-painted houses, which you can pop into at whim.

MAN UTD EUROPE

Krisalis
£11.99 cass



Linda The shed football lies forlorn and forgotten in a corner, collecting dust and spiders. We just don't use it anymore. Last summer it was a very different story of course (we were tackling and dribbling all over the shop) but since then we've kind of lost the bug. Now Andy's got his horseriding, James has taken up jogging (!), and I, erm, well, I don't do anything. So when *Man Utd Europe* came along it was generally thought that I could do with a bit of exercise. So it looks like the ball's in my half (so to speak).

Let's get busy!

MUE (as I call it) is the follow-up to, erm, *Manchester United* (actually). If you bought that game you might have filled in a report card telling Krisalis what you liked about it and how they could make it better. Well, they read these reply cards very carefully, took note of all the remarks, and came up with what seems remarkably like the same game (except it's got the word 'Europe' stuck on the end).

Like its predecessor, *MUE* is a combination of management game and arcade action. In the first, you get to do all the run-of-the-mill things that make managers such busy (and highly paid) chaps, like sort out when's the best time for your team to go and stand in a muddy field and get their shins kicked. Or you can tell your men the right way to tackle and then get them all to do 50 press-ups! To do this you need to click on the various icon boxes that decorate the option screen. This is okay, but it's a bit sluggish when you're switching from one to the other, and personally I prefer the desktop approach of *European Superleague*, where you get to make your choices by picking up the phone and chatting to people.

Time for a quick kick about

In contrast, the matches are pretty fast paced and furious! They look like any other arcade footie game – you get an oblique view of a four-way scrolling pitch populated by blobby characters with beachballs under their shirt (well, that's what it looks like to me!) and that football sim way of running (ie. sort of inhumanly). There's all the usual moves, fouls, cautions, penalties and substitutions.

In fact, everything's as you'd expect. The thing with footie games is you can't really design one that's massively different from all the others. And, to be fair, that's not what people want. *MUE* is a good, solid,



This is your save-to-tape thang.

Each cup represents a competition. Click on one to find out how you're doing.

Fancy a quick friendly? Click on here.

Click on this to change the match length and the manager's name.

Shows all you need to know about any player.

Hit this to quit the season.

Gives you a tactics sesh.

This takes you onto your next cup match.



Even Spike's trusty wellies might not be enough to cope with the dreaded Pool of Red Stuff. Ooh, and it's all bubbly.

means that even something as innocuous as a chair represents an impenetrable barrier too him, and indeed chairs are often used to mark the edges of the bits he's allowed to go in. It just looks a bit silly, that's all. And the other thing is that to pick something up you've got to be standing right over it - a fraction of a pixel above or below just won't do.

But as far as graphics, sound and general presentation go, *Spike*'s the icing on the proverbial doughnut. And it's fun to play too. Easy enough for hopeless cases like me, but with enough of a challenge, and enough screens to map, to keep the majority of Spec-chums occupied for ages. Looks like I fled Tipshop in the nick of time - in a few weeks time it's likely to disappear under sackloads of *Spike* tips.

FINAL VERDICT

LIFE EXPECTANCY	86°	ADDICTIVENESS	85°
GRAPHICS	79°	INSTANT APPEAL	82°

DIAGNOSIS

Another *Dizzy*-style exploranza, brimming with puzzles and everything else we've come to expect.

85°

honest footie game (and that's a compliment). The original was incredibly successful and, if any of the people who scribbled out their forms want to find out if Krisalis have listened to their advice, this will be too.



Look at that ball go! If you want to score, you'd better run after it, hadn't you?

FINAL VERDICT

LIFE EXPECTANCY	80°	ADDICTIVENESS	78°
GRAPHICS	70°	INSTANT APPEAL	68°

DIAGNOSIS

Footie sim with slow management bits and fast arcade sequences. A good all rounder.

79°

SHARKEY'S MOLL

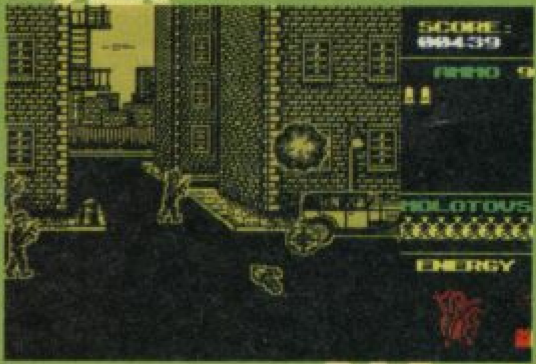


Zeppelin/£2.99 cass



Linda Hey ho! Another day, another *Op-Wolf* clone. Yep, this one takes me back – all the way back to last month and *LA Police Department* actually.

Aargh! I want something different, I want to load a game up that makes me gurgle with delight! I want to be knocked backwards by a game's sheer cleverness and originality! What I don't want is another aim-the-cursor shoot-'em-up. But beggars can't be choosers, so here I am with *Sharkey's Moll*. Hey ho (I know I've said it before but, heck, that's how I feel!).



Pick up the gun for more ammo and throw a molotov at that car. (Well, this is Chicago!)

As you've probably gathered, *Sharkey's Moll* is a monochrome, horizontally-scrolling, blast-'em-to-smithereens kind of a game. There are six levels which take you through downtown Chicago, the home of bathtub gin, speakeasies and gatling guns. Unsurprisingly, the city's running alive with gangsters and illegal booze – even the most innocent looking building could hide a private club complete with leggy dancers, jazz bands and quite a few chaps with violin cases. Obviously it needs a good spring clean and, as sure as eggs is eggs, you're the man with the feather duster (so to speak).



You're Lt Sharkey, the government's main man in Chicago, and you're just in time for a little rendezvous with the city's underworld boss, the enigmatically named Rubbers Malone. To get to his warehouse hideaway you've got to race through six (extremely similar) levels, shooting gangsters and avoiding informers, innocents and molotov cocktails. There are the usual pick-ups littered about the place, including machine guns which give you very odd spurts of fire – one moment you're blasting away quite happily and the next your cursor's all over the place leaving behind a trail of bullet holes and carnage. It's quite good actually.

What's there in *Sharkey's Moll* is quite playable. It's just that there's not much to it, and it's certainly nothing new or exciting. It's also one of those really annoying games in which you suddenly die for no apparent reason. You didn't run out of ammo or molotovs and it certainly *looked* like there was a bit of blood left pumping round the old arteries. Hey ho!

FINAL VERDICT

LIFE EXPECTANCY	54°	ADDICTIVENESS	54°
GRAPHICS	62°	INSTANT APPEAL	50°

DIAGNOSIS

Uninspired and uninspiring *Op-Wolf* style shoot-'em-up.

54°

PARIS TO DAKAR RALLY

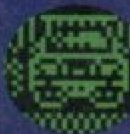


CodeMasters/£2.99 cass



James I've never understood these loonies who drive from Paris (in France) to Dakar (in, er, Africa). I mean why take your car to the dustiest, sandiest, hottest place in the world? I prefer to race my red XR3i around somewhere more comfy (like the Vatican City or Sark).

Anyway, here's *Paris To Dakar* from the Codies, and no, it's not a 'sim'. Instead, it's a 3D scrolling avoid-everything-as-it-comes-over-the-horizon game. You can choose to drive a truck (which is tough but has a crap top speed), a Mini Metro (?) which is quite fast and quite strong *(Don't make me laugh! Ed)*, or a motorbike which belts along (but will tip you off if you bump into anything).

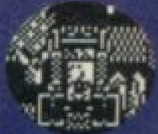


Whichever you choose, you get a back view of your vehicle on the road in front of you and the dashboard at the bottom third of the screen. This tells you your speed,



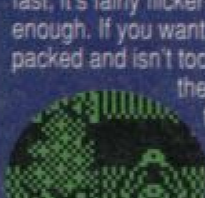
The motorbike doesn't hang around, but be careful you don't bump into anything at over 200mph.

revs, damage, fuel and position (usually about 800th in the race order).



Armed with these amazing statistics you have to race 99 kilometres per stage and collect extra fuel, time bonuses and damage recovery points as you go. Oh, and you've also got to avoid all the trees, jumps and other vehicles. And there are about eight stages (but I couldn't be bothered to count them properly).

And guess what? It's not incredibly crap! It's fast, it's fairly flicker-free and it's just about hard enough. If you want something that's mildly fun-packed and isn't too taxing on the brain cells (or in the slightest bit revolutionary) then this one fits the bill. It's certainly better than doing a 'Mark Thatcher' in the middle of the Sahara and getting roasted like a peanut.



FINAL VERDICT

LIFE EXPECTANCY	59°	ADDICTIVENESS	60°
GRAPHICS	62°	INSTANT APPEAL	66°

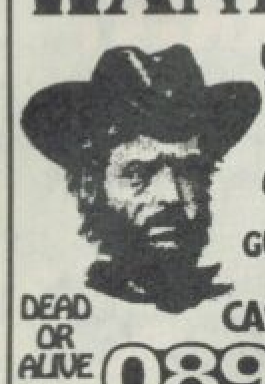
DIAGNOSIS

Paris to Dakar is fast, furious and actually quite fun.

62°

YOUR SINCLAIR On Spec

WANTED



USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER

DEAD OR ALIVE

CASH PRIZES

0898 313591

TREASURE ISLAND



CASH PRIZES

0898 313586

INFODIAL POBox 36 LS1 4TN Call charges 34p Per Min Cheap 45p Per Min All Other Times

ALIENS



Can You Kill The ALIENS For CASH PRIZES

0898 313 585

Infodial PO Box 36 LS1 4TN Call Charges 34P Per min Cheap Rate 45P all other times

SPECTRUM UTILITIES, SUNDRIES, PC TRANSFER

SPECCIFAX EASY TO USE GRAPHICS PACKAGE ...Tape £9.99, +3 Disc £13.99, Microdrive £11.99
Graphics package. Type colour pictures/text, save, retrieve, update, print, single/repeating displays

COMPLETE MACHINE CODE PACKAGE ....Tape £8.95, +3 Disc £12.75, Microdrive £10.75
Assemble, disassemble, test, trace, step, hex, binary, decimal. Unique facilities to teach yourself assembler/machine code, instructions supplied + examples of games screen design/copying games tapes.

MICRODRIVE MANAGEMENT AND RECOVERY - Copy, Sensible CAT, recover corrupt files £9.75
RAMDOS MICRODRIVE OPERATING SYSTEM - Random access, screen edit, sort, search £9.75
MICRODRIVE FREE TEXT DATABASE - multi-purpose filing system with search £9.75
MICRODRIVE CARTRIDGES - New 4 for £10, 8 for £19. **C12 BLANK TAPES** with case ....8 for £5.00
SPECTRUM TO PC DATA AND BASIC PROGRAM TRANSFER SERVICE - Send SAE for details

S.A.E for leaflets. Tel 0268 780663 for queries. Pay by cheque/PO, post free UK, £1 EEC, £2 world. Roybot YS, 45 Hullbridge Road, Rayleigh, Essex SS6 9NL

USE YOUR WITS TO BEAT THE COMPUTER

QUICKFIRE!



The fastest & most exciting trivia game on your phone!

call now 0839 44 22 74

5p per 9 secs cheap rate 7 secs other times Questel PO Box 3000 London N20 NRB

WIN £100 and a CD

NAUGHTY TRIVIA QUIZ
0839 03 03 83

ROCK TRIVIA QUIZ
0839 03 03 81

FOOTBALL TRIVIA QUIZ
0839 03 03 82

5p per 9 secs cheap rate 7 secs other times Questel PO Box 3000 London N20 NRB

SAMTAPE 4M

* MAKES SAM ACT AS A SPECTRUM
* WORKS ON MOST PROGRAMS
* EASY COPY PROGRAMS TO DISK/TAPE
* ACCEPTS +D/DISCIPLE SNAP SHOTS
* EMULATES TASWORD 2, DTP BY PCG
* LLIST+LPRINT,ETC. ALL KEYS WORK
* SCREEN COPY, SEARCH, ETC.
* FILE COMPRESSION - SAVES 10-60%
* CHANGE PALETTE COLOURS.
* CONVERTS MESSENGER FILES INCL
* COMPRESSION - SAVES 25-90%

ROM2 + DISK ONLY - COST £11.99

SAMDISK

* DISK MANAGER + DOCTOR
* REPAIR/VERIFY TRACKS
* 1/2 DRIVES + 256/512K SAMS
* EASY + V.FAST FILE COPIER
* MAX 5 SWOPS FOR FULL DISK
* SUPERB ERASE, UNERASE, ETC
* FULL INFO INCL TO PRINTER
* BOOT PROGRAM. RAVE REVIEWS

ON DISK FOR ONLY £10.99

SAM ASSEMBLER 3

ASSEMBLER - FULL SCREEN EDITOR, AUTO TAB, LIST LABELS, HEX/BIN/DEC, DUMPS, PRINTER, ERROR MESSAGES ETC. INCLUDES DISASSEMBLER + MONITOR/SINGLESTEP TO DEBUG CODE. 64 COL SCREEN. SCRATCH PAD. INCL 256+512K VERSIONS £10.99

SAM ADDRESS/PHONE MANAGER

5000 ADDRESSES AND/OR PHONE NUMBERS A DISK. SEARCH/AMEND/ALPHABETIC SORT. PRINT LABELS, ETC. HOME/BUSINESS. £8.50

SAM TOOLKIT

INCL SAM ASSEM.3 + REVERSE ASSEMBLER (MAKES S.FILE FROM CODE), 2ND DISASSEM, GUIDE FOR WRITING CODE ON SAM, MEMORY PAGING, ROM/RAM, EXAMPLES, ETC. £14.50

VISA Access MasterCard E

* SUPERB UPDATE SERVICE
* MONEY BACK GUARANTEE

SPECTRUM

TAPE UTILITY D - TAPE TO TAPE BACK UP OF MOST SPECTRUM PROGRAMS. CONVERTS MANY FOR RELIABLE LOADING - £8.50.

TRANSPACK 2 (TP2) - TAPE TO DISK/M-DRIVE TRANSFER. 1000'S OF PROGRAMS INCL CLICKY, FIREBIRD, SPEEDLOCK. £11.99 NOT FOR NOVICE. INFORMATION BOOKS 1,2,3. £2.50 EACH. INFO OF 100'S OF TRANSFERS TP2 CAN'T DO AUTOMATICALLY.

Z80 TOOLKIT - "BRILLIANT PACKAGE" - YS 7/88. M/CODE PACKAGE SIMILAR TO SAM TOOLKIT. A REAL MUST! £8.99.

PLUS3MATE AND MICROMATE - SIMILAR TO SAMDISK BUT FOR +3 AND M/DRIVE RESPECTIVELY. WILL CLONE, COPY FILES, SECTOR EDITOR ETC. SUPERB DOCTOR/TOOLKIT. +3MATE £12.99. MICROMATE £11.99

SAM HARDWARE SPECIALS

SAM COUPE + 1 DISK - £200 INCL SAMTAPE 4
SAM DRIVES, INTERFACES, MESSENGER, ETC.
PHONE FOR SPECIAL OFFERS

UK POST FREE, +£1 EUROPE, +£2 REST. DISKS 3" £2.20 EACH, 3.5" 65P EACH. ALL MIN 4 POST FREE. SAE FOR DETAILS. PROP:L.EVANS. TEL (091) 2533615.

LERM, DEPT YS9, 11 BEACONSFIELD CLOSE, WHITLEY BAY. NE25 9UW.

BENTLEYS

251 NEWCASTLE STREET
BURSLEM
STOKE ON TRENT
STAFFS
ST6 3QW
TEL: (0782) 810485

Access VISA

5 FREE GAMES WITH EVERY REPAIR (TAPE ONLY)

REPAIRS

48K Spectrum............................£20.00
128K Spectrum..........................£22.00
Excluding disk drive and tape assembly
Our offer prices are for mail order only.

SPARES

48K Keyboard Membrane £5.50
48K+ Keyboard Membrane........£7.50
48K Power Supply.....................£10.00

ALL PRICES INCLUDE VAT AND RETURN (INSURED) POST AND PACKAGING

24hrs Repairs

ONLY POOLS AND HORSES

Every program written by a mathematician who has spent many years in the betting industry. Programs that utilise the tried and trusted methods of the professional, not pie in the sky theories that fail to pass the test of time.

FOOTBALL BOXFORM Written by a former pools expert for Littlewoods. The program has forecast over 50% more draws than would be expected by chance. Homes, aways and draws shown in order of merit and true odds given for every match. Merit tables show at a glance the teams currently in form and those having a lean spell. Australian Pools program included in the price.

SUPER PLANNER by the same author. full details given of OVER 400 ENTRIES covering up to 57 selections. Includes SINGLE AND MULTIPLE entries of LIT PLANS 1, 2, 9, 25, 27, 28, 29, 47, 48, 49, 50, 79, 80, 81, 82, 83, 84, 96,100, 200, B37, B38, B39, B49, B50, B54, B58, B59, B145, B180, V-Plans 20, 42, 43, 44, 83, 84, 85, 87, TIP TOP 10 & 15, EXPRESS 35 & 38, MAIL 60, 75, E, P, MIRROR 1 & 8, FULL PERMS 8 from 9 to 8 from 14. All FULLY CHECKED in seconds by your computer. Not just the highest scoring but ALL POSSIBLE WINNING LINES.

POOLS PLANNER Similar to above but covering block permutations using Littlewoods standard guarantee blocks.

RACING BOXFORM Course characteristics (built into the program) as well as the form of the horses are considered in speedily producing an order of merit for each race. Designed for flexibility allowing users to amend the program if they wish. Price still includes the highly acclaimed HANDICAP WINNER - more than 1000 winners every year - over 25% of them at 5/1or better.

PUNTERS PARTNER Works out almost any bet...doubles, trebles and accumulators including mixed stakes, yankee type to 8 selections, patent, union jack, up & down (if cash bets) single & double stakes, round robins, rounders, roundabouts, round the clock, Win or each way. Covers non runners, rule 4, dead heats. Versatile multiple odds calculator for fixed odds bets and the lines required for any full perm you're likely to meet.

PRICES. (Tape) £16.95 each. £25.95 any two. £34.95 any three. For disks please add £2 per program.

SPECIAL OFFERS FOOTBALL BOXFORM, RACING BOXFORM & PUNTERS PARTNER...£27.95 TAPE, £31.95 DISK

FOOTBALL TOOL KIT Football Boxform, Super Planner, Pools Planner, Punters Partner ...£30 TAPE, £35 DISK

RACING TOOL KIT Racing Boxform, Punters Partner plus 4 further programs which enable you to keep your own records or produce and amend form and time ratings...£33 TAPE, £38 DISK.

BOTH THE ABOVE KITS...£55 TAPE, £62 DISK.

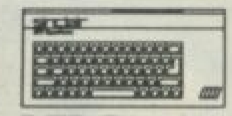
Advertised for six years in the sporting and computer press
BOXoft CLEVER..GET THE BEST
Please make cheques or Postal orders payable to
BOXOFT (YS), 65 Allans Meadow
Neston, South Wirral L64 9SQ
Tel: 051-336 2668

Access VISA

CPC
CMD 64/128
PCW
SPECTRUMS

P.C.G.

61 School Street
Barrow-in-Furness
Cumbria
LA14 1EW



Spectrum & SAM Software:

WordMaster the word processor	£13.95
Headliner graphic & title designer	£10.95
Typeliner desktop publisher	£18.95
DTP Pack (all three above programs)	£37.95
DTP Font Packs now available	£7.95
Font Packs #1 and #2	£12.95
Art Disks for SAM/Disciple & Plus D	£4.00

Prices for tape or 3.5" disk. For +3 disk add £2.00

Dot-Matrix Printers:

Citizen 120-D high quality NLQ printer	£150
Star LC10 superior quality, many features	£170

+3/+2A Cable: **£10.95** 48k/128/+2 Interface: **£25**
All printers are compatible with the DTP Pack.

Atari ST Computers

520 STFM Discovery Pack with 4 games	£279
520 STE Power Pack with 20+ ST games	£369

● ● ● **FREE UK delivery on all items!** ● ● ●

The DTP Pack

With the DTP Pack and an ordinary dot-matrix printer you can produce letters, signs, leaflets - even your own newspaper! The most powerful suite of software available for the Spectrum, for all systems from the 48k to the +3 and SAM!

Atari ST

If you're looking beyond the Spectrum, the Atari ST is the computer to go for. With 512k RAM, disk drive & mouse it's a complete system with hundreds of games, utilities and business software available.

Want more details? Send a S.A.E. now or Phone 0229-836957

REPAIRS AND SPARES

SPECTRUM REPAIRS

£16.95 (48K) inclusive of labour, parts and p&p.
Fast, reliable service by qualified engineers.
Average repair 24hrs.
3 months guarantee on all work.
For help or advice - ring:

H.S COMPUTER SERVICES
Unit 2, The Orchard
Warton, Preston
Lancs PR4 1BE
Tel:(0772) 632686

SINCLAIR REPAIRS & SPARES

Spectrum 48k, +	£16.00
Spectrum 128k, +2	£23.00
QL	£27.00
Spectrum +2 Action Pack	£145.00
+ 2 Light Gun	£30.00

Many spares and leads in stock.
ACE REPAIRS, Dept YS, Outways Farm, Pelynt, Looe, Cornwall, PL13 2NW
Tel: (0503) 20282

YOUR SINCLAIR THE ONLY WAY TO SELL ANY SPECTRUM PRODUCT!

Phone Cheryl Beesley NOW!!
On 0225 442244

AND MAKE THIS SPACE WORK FOR YOU!

SPECTRUM REPAIRS

48K Plus	£16.50
48K Rubber	£15.50
48K Plus membranes	£11.00
48K Rubber membranes	£6.00
4116 memory IC	£0.70
4164/4532 memory IC	£2.60
Z80 CPU	£2.60

Minimum order £5
Other spares stocked. Prices include VAT and post.

RA Electronics
133 London Road South,
Lowestoft, Suffolk, NR33 0AX
Tel: 0502 566289

SINCLAIR SUPPLIES

Spectrum +2 Computer	£124.99
Spectrum +3 Computer	£149.99
Spectrum power supply	£13.99
Spectrum +2A/+3 power supply	P.O.A
Membrane (QL, Spectrum 48,+)	£10.99
4 x CF2 blank discs	£8.00
Kempston Joystick Interface	£9.99
Magnum Lightgun (+2, +3)	£14.99
Cheetah Lightgun (+2, +3)	£14.50
Wafa drive cartridges (64k x 2)	£7.99
+2A/+3 printer/scart cables	£9.99
Spectrum Datarecorder	£19.99

SPECTRUM REPAIRS
ONLY £13 FOR 48K or Spectrum + Machines. (phone for +2/+3)
Includes P&P, insurance etc. Send computer with covering letter.
Cheque/P.O to Omnidale Supplies, 23 Curzon Street, Derby DE1 2ES
Tel 0332 291219 (24 hour credit card line)

SPECTRUM REPAIRS

Access VISA

FIXED PRICES
FAST TURNAROUND

* Fast turnaround-typically 24 hour.
* Competitive fixed prices.
* 20 qualified technician engineers at your disposal.
* Commodore/Amstrad authorised and registered repair centre.

* Spectrum 48k: **£21.00**
* Spectrum 128K: **£24.00**
* Spectrum +2: **£29.00**

*** All repairs covered by a 90 day warranty.**

* Simply send or hand deliver your machine to the workshop, address below, enclosing payment and this advert, and we will do the rest. (If possible, please include a daytime telephone number and fault description).

* If you require 24 hour courier to your door, please add £5, else your computer will be sent back by contract parcel post.

(WTS reserve the right to refuse machines that in our opinion are beyond reasonable repair.)

WTS Electronics Ltd, Studio Master House, Chaul End Lane, Luton, Beds LU4 8EZ. Tel: 0582 491949 (4 lines).

THE YOUR SINCLAIR SUPERSTORE

NOW OPEN!

Got loads of loose change and crumpled-up £5 notes stuffed down your trouser pockets that you don't know what to do with? Then give it all to us! Here at the *YS* Superstore we've got a glittering selection of software 'accoutrements' just waiting to tickle your fancy. So don't delay – send us your dosh and lose weight the *YS* way! (You'll be so glad you did!)

1 The *YS* Tipshop Tiptionary

If it's big tips you want then look no further – the Tiptionary's fit to burst with them! And there are squillions of POKEs on the free cover tape too! (You won't know how you survived without it!)

Description	Price	Order No
YS Tipshop Tiptionary	£8.95	TIPS

2 The *YS* Binder

Your copies of *YS* won't stop thanking you once you've tucked them up safely in a set of slinky *YS* binders. Each can handle a year's worth of Spec-fun, and as a very special favour we'll let you have 90p off the price of two!

Description	Price	Order No
YS Binder	£4.95	MY100
2 Binders	£9.00	MY102

3 3D Construction Kit

MEGAGAME

It's just like playing with Lego (only a little bit more complicated!). Create whole universes with Domark's new Freescape gamesmaker!

Description	Price	Order No
3D cass	£18.99	MY139C
3D disk	£18.99	MY139D

4 Ultimate Collection

It's ultimate by name – and ultimate by nature! Thrill to the spills of *Skate Wars, Zombi, Pro Tennis Tour, AMC, After The War* and one of the Speccy's most classic games ever – *Stunt Car Racer*. Compilation packs never had it so good! (So thankyou very much, Ubisoft!)

Description	Price	Order No
Ultimate disk	£11.99	MY140D

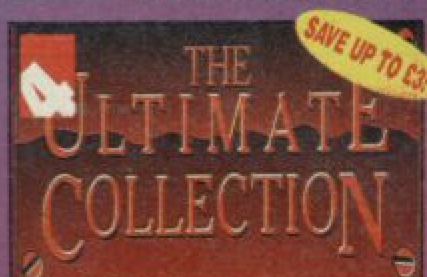
PRICES INCLUDE POSTAGE, PACKING AND VAT NO HIDDEN EXTRAS

VISA **HOTLINE 0458 74011** Access









5 Manta-Ray Autofire Joystick

It's the stick to grip when they're giving you jip! (The aliens, we mean.) It's designed to fit your palm, and it's got a thruster button and two trigger buttons to boot. Go give 'em hell!

Description	Price	Order No
Manta-Ray	£14.99	MY138

6 Fun School 3

Database Software's *Fun School 3* helps you learn – and have a good time while you're at it! A must for anyone having problems with arithmetic, word-building or tables. PLEASE STATE THE AGE GROUP OF THE USER (UNDER 6, 6 TO 8, OVER 8) SO WE KNOW EXACTLY WHAT YOU'RE AFTER.

Description	Price	Order No
F School 3 cass	£7.99	MY130C
F School 3 disk	£9.99	MY130D

HOW TO ORDER

JUST MAKE A NOTE OF THE PRODUCT NAME AND ORDER NUMBER AND FILL IN THE ORDER FORM BELOW... OR RING OUR HOTLINE NUMBER ON 0458 74011





YOUR SINCLAIR SUPERSTORE

Mmm-mm. You're right, you know, I really do need the following *YS* goodies pretty darn bad!

Name ....
Address ....
....
....
Postcode ....
Phone number ....

Description	Price	Order No
TOTAL ORDER		

Method of payment (please circle) • Access • Visa • Cheque • PO

Credit Card No ______________ Expiry date ______

Please make all cheques payable in pounds sterling to Future Publishing Limited, and send the whole lot off to ***YS* Superstore, FREEPOST, The Old Barn, Somerton, Somerset TA11 7BR**. And you don't even need a stamp!

FUTURE SHOCKS

It's tomorrow's world today! Time to peer into the crystal ball again and see what's brewing...

PITFIGHTER
Domark

If you know your arcades then you're sure to have played *Pitfighter* already – the original Atari coin-op was a blockbuster beat-'em-up that used digitised graphics of real people fighting. And now here it is on the Spec. "Blimey! That's a bit posh for our rubber-keyed chum, isn't it?" And so it is. But don't get too excited, because unfortunately (sob) Domark haven't quite been able to squeeze them in. Instead, they've come up with the next best thing – and made the graphics *look* as though they're digitised! (Bravo!)



Eurgh! What a mess! (And I only washed my shirt this morning!)



You can choose any of three fighters. Buzz is a wrestler who likes Body Slamming, Head Butting and Piledriving (oo-er). Kato is a third-degree Black Belt who uses the Combo Punch, the Flip Kick and the Backhand. And Ty is a Kickboxing champ who specialises in Flying Kicks, Roundhouses and Spin Kicks. They battle it out in a large pit surrounded by a frenzied, blood-crazed crowd (who keep chucking bottles at them). The idea is fairly simple. Hit your opponent until his energy runs out and he dies. Knock him down, stamp on his face, throw motorbikes at him, gouge, smash, thump, kick (*I say, steady on. Ed*). It's all jolly funky.



A-ha! There's a bloke lying on the floor – let's go across and jump on top of him for some extra points, shall we?

The game has a neat two-player option. In the pit there are two or three other fighters – working with your pal, you can either fight everyone at once (and get your head kicked in) or gang up on some poor individual (and kick *his* head in). Who said life was fair, eh? If you manage to survive, you'll pick up some new combat moves (which you can bet your last penny you'll need), but also have to enter a grudge match every third round and try to bash up your partner (who'll be trying to do exactly the same thing to you)!



Pitfighter looks ridiculously horrible and violent (just the way we like it!) and should hit the shops around November. We might even get Arnie to review it (although we're not quite sure if he's hard enough). *(Come here und zay dat! Arnie)*



It's a free-for-all!

ROUND THE BEND
Impulze

Impulze are obviously telly addicts. After last year's *Edd The Duck* licence, they've been zapping about with the remote control, and popped over to Channel 4 to base a game on *Round The Bend*. You play a journalist and you've got to collect stories. The game takes place in a huge sewage system (which gives a whole new meaning to the term 'gutter press'!) and this is split up into four main complexes, each with three sections and loads of junctions. Each screen is populated by squares which you've got to work your way round in order to get to punchlines which are waiting for you in the corner (so you're obviously on the look-out for, erm, 'humorous' stories). Tricks and traps block your progress (of course), as do a whole host of frolicsome friends from the show, like Bouncing Benny, Doc Croc and the Ninja Teddy Bears.

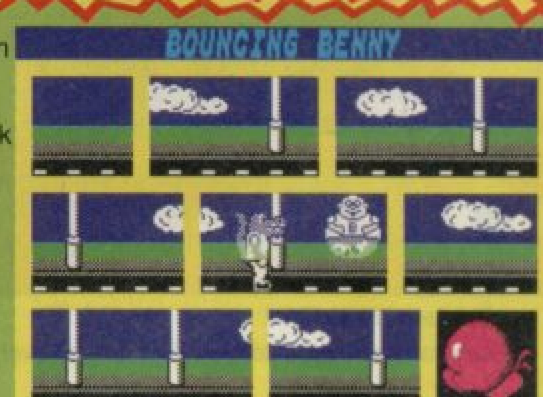




Phwoar! These sewers stink a bit.



It's all very weird. Eventually you get four characters to control, who you can switch between as they wander round. One of them's got to report on a story called "The False Teeth Vs The Atomic Banana".



Looks a bit like *Monty Python*, doesn't it? (We haven't a clue what's happening though!)



There's no point in even trying to explain what that's all about. You'd be better off waiting for the full review (next month, with luck).

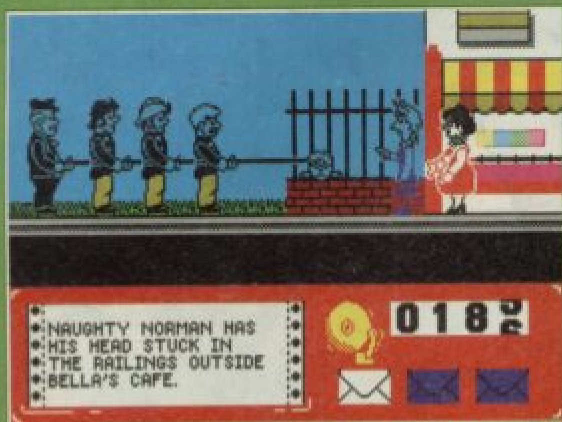
FIREMAN SAM

Alternative

You only have to watch a couple of episodes of *Fireman Sam* on the telly to realise what a fearless dude he is. Let's face it, the guy's only got three fingers on each hand and he still manages to hold down a demanding job!

In fact, Alternative were so impressed that they decided to make a game about him. In it, you've got to race along in a fire engine (against a time limit) trying to sort out lots of problems. It's not always a fire – there might be a little boy with his head stuck in some railings or someone with a broken shoe-lace (!).

But if there *is* a fire then you'll need to do some serious waggling to keep the hose pressure up and water flowing. Of course, we're not talking about Steve McQueen rushing round a skyscraper trying to rescue thousands of screaming women and babies here. Ho ho no. This is Greendale. Simply douse a few piddly flames and it's time for a nice cup of tea and a chat with the arsonist, as you calmly wait for the next emergency.



Here we see the crew lining up to shoot Naughty Norman. (Who deserves to die for his stupidity anyway.)

Phew! *London's Burning*'s like a picnic compared to this! It looks like it's going to be aimed at a 'younger' readership, so keep an eye out for Rich's review in next month's ish. (Just a joke, Alternative!)

WORLD CLASS RUGBY

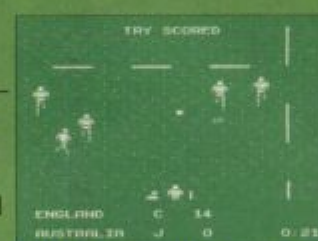
Audiogenic

It's said that rugby is a game played by men with odd-shaped b... Er, perhaps not. Rugby is a tough, demanding contact sport which gives you an excellent excuse to roll around in the mud in the depths of winter.



Scrum? Blimey! It looks like a huge free-for-all to me!

And if you're suffering from withdrawal symptoms, you can now recreate the conditions on your Speccy (but without the mud) using Audiogenic's forthcoming title, *World Class Rugby*. It runs on similar lines to Anco's famous *Kick Off* – little men charge enthusiastically around the field whilst you control one with a big arrow over his head and try to dodge (or foul) your opponents.



Why is everyone ignoring the ball? (Perhaps it's tea-time and everyone's off for buns and pop.)

The game looks fast and it's got a clear display (albeit with only a few colours). Also included are all the decent rugby teams in the world (and Wales), league games, cup matches and friendlies. And there'll be the obligatory two-player option as well. What more could you want? (Apart from being beaten up in the shallow end by 15 men with no necks.) It should be kicking into touch around October.

NEXT MONTH

IT'S SINCLAIR FEVER!

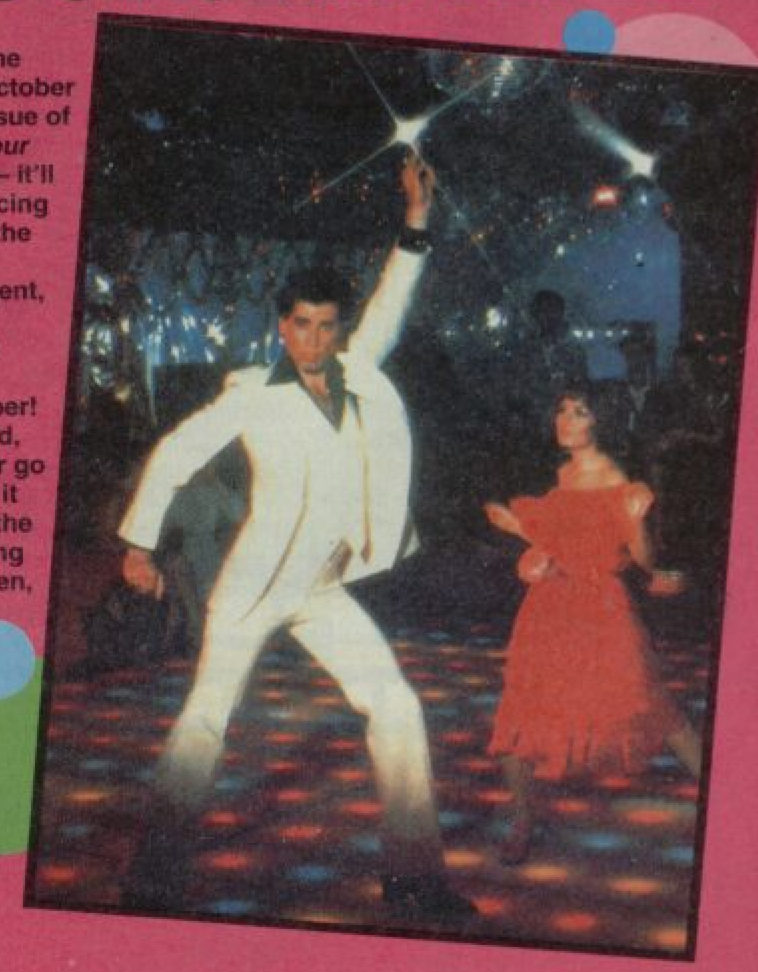
Get on up! The jugglers don their dancin' shoes and step out in style to bring you the hottest reviews and Megapreviews this side of the planet Funk!

Get on down! Every page is popping with (hi) energy! Party animals Tipshop, Letters, Program Pitstop and Adventures strut their stuff to the Spectrum beat – and Adam Waring (Mr Tec, to you!) gets so excited he nearly splits his trousers! Blimey!

Love has come to town! Jump and jive with our seventh Magnificent 7 covertape! It's packed to the hat with gargantuan games, delerious demos and completely porkendous pyrotechnical POKEs! *(Er, I think that's pushing it a bit, don't you? Ed)* No, not at all!

PLUS! There'll be a blimming enormous FREE GIFT sellotaped to the front cover too! (But you'll have to wait 'til then before you find out what it is.)

The October issue of *Your Sinclair* – it'll be bouncing all over the shop (newsagent, that is) from the 5th of September! (So you'd, er, better go and buy it to calm the poor thing down then, eh?)



Yo! Get down, Mr Newsie!
I'd like you to save me a copy of *Your Sinclair* every month starting from...

....

My name is ....

And I live at ....

....

Signature of parent or guardian (if under 16)

.... (Care for a dance?)


GO WiLd!
TOKI
No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!
The arcade sensation by Fabtek Inc. is now available for your micro.
ocean
OCEAN SOFTWARE LTD, 6 CENTRAL STREET, MANCHESTER M2 5NS.
TEL: 061 832 6633. FAX 061-834 0650
SPECTRUM . AMSTRAD CARTRIDGE
COMMODORE CARTRIDGE
ATARI ST . AMIGA